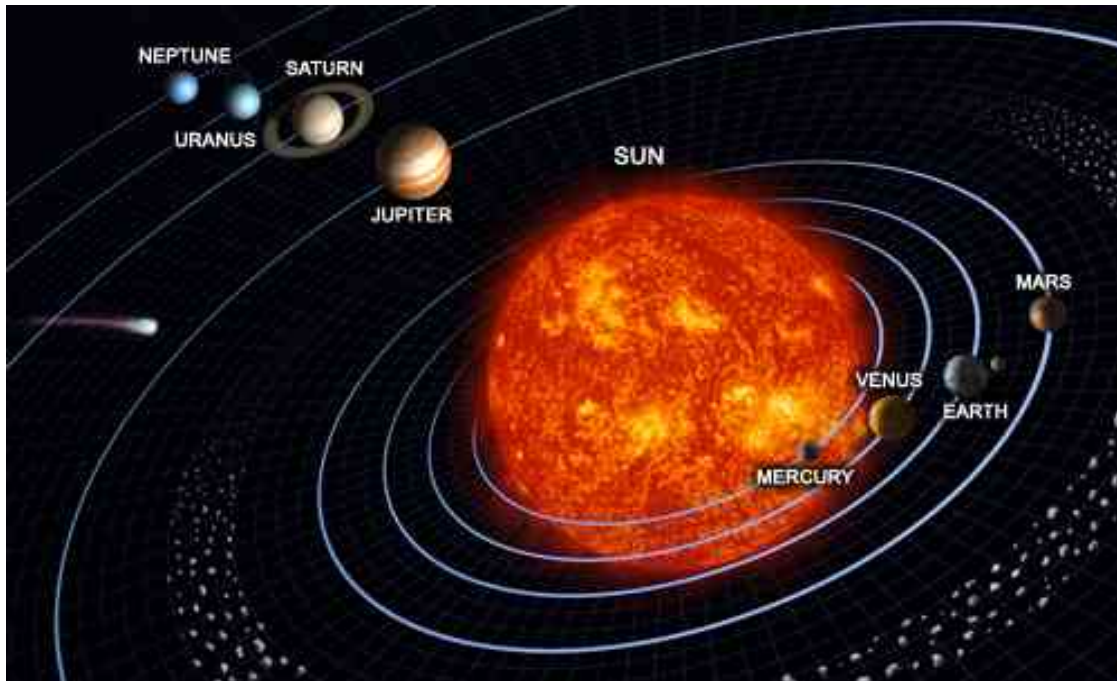


## ÆTHERNAUTS D20: TERRESTRIAL PLANETS



### INTRODUCTION

Aethernauts is a steampunk space opera campaign based on the works of 20th century pulp fiction authors and Greek Mythology. In this campaign, the player characters can travel the aether that separates the planets of the solar system in order to explore new worlds and encounter new life. The campaign setting works for either the d20 Modern or 3.5 D&D rule set. Rather than a single planet the creatures of the d20 game will be scattered throughout the Solar System. The primary literary works drawn upon to create this campaign are the novels by Edgar Rice Burroughs, H.G. Wells, Jules Verne, Ray Cummings, Arthur K. Barnes, and Phillip Reeve. How the Solar System functions is based on the Aristotle's "aether" theories and Victorian Era mysticism rather than exclusively on modern science. The roles of historic astronomers, scientists, and early explorers have been recast to fit the colonial expansion into space rather than the continents of Earth. Britannia has become the greatest nation on Earth and is the driving force behind space exploration.

### EARLY EXPLORERS OF THE AETHER



The first attempt to travel into the aether was attempted by the Song Dynasty of China. Early in the sixteenth century, Wan Hu decided to take advantage of China's advanced rocket and fireworks technology to launch himself into heaven. He supposedly had a chair built with forty-seven rockets attached. On the day of lift-off, Wan, splendidly attired, climbed into his rocket chair and forty seven servants lit the fuses and ran for cover. There was a huge explosion. When the smoke cleared, Wan Hu and the chair were gone, and was said never to have been seen again. Isaac Newton (1643-1727) was the first to discover the mathematical and alchemical formulas required to lift an object into the heavens. These

principles were adopted by Yankee inventors to create the **Verneshot Cannon** that could fire a manned capsule into orbit around the moon (1865). The first men to land on the moon were two British citizens who traveled in a **Cavorite Sphere** in 1901. This initial foray ended in disaster due to a hostile encounter with the insectoid natives of the Moon, the Selenites. In 1918, the first British lunar port was established on the moon called Port George. It is from this port that the Imperial Powers of the Earth launch their aethershops to explore and conquer the rest of the solar system. The British Empire is leading the charge to secure territory and trade routes through out the solar system. It has established human colonies on Mars, Venus, and the Moons of Jupiter.

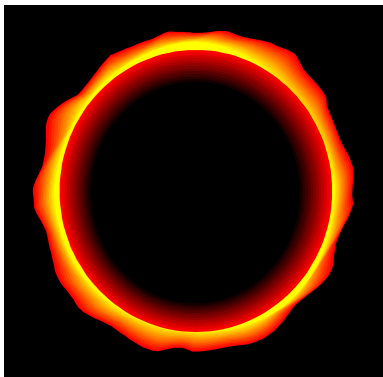
### THE NATURE OF AETHER

The fifth Classical Element, Aether, is the material that fills the region of the universe above the terrestrial sphere. Aristotle included aether as a fifth element distinct from the other four, Earth, Water, Air, and Fire. The word aether (αἰθήρ) in Homeric Greek means "pure, fresh air" or "clear sky", imagined in Greek mythology to be the pure essence where the gods lived and which they breathed, analogous to the air breathed by mortals. Aristotle includes aether in the system of the classical elements of Ionic philosophy as the "fifth element" (the quintessence), on the principle that the four terrestrial elements were subject to change and moved naturally in straight lines while no change had been observed in the celestial regions and the heavenly bodies moved in mathematical circles.



Aether has no qualities (neither hot, cold, wet, nor dry) is incapable of change (with the exception of change of place), and moves in tidal circles throughout the solar system. It functions as a perfect conductor of energy between the stars.

Light, heat, cold, and all forms of EM radiation travel through the aether to reach various planets. Aethershops use the circular tidal forces of aether to help propel their ships through the solar system. The ships must provide the crew with air to breath since no life form can breathe pure aether. A strong aether tidal current will propel Solar Sail Ships to their destinations quickly. Maps of commonly known tidal paths are easily obtained but the quickest tides and the safest routes are closely held tradecraft. There are two types of aethership propulsion. The Solar Wind pushes solar sails starward. Tacking into the Solar Wind propels sailing ships sunward. Hydrogen rockets are faster but must constantly refuel. Only Britannia can travel faster than light due to the discovery of the "Golden Roads" by Sir Isaac Newton. These extra dimensional



space routes allow a ship to move rapidly across the solar system barring natural interference such as aether storms, meteor showers, and solar flares.

### THE SOLAR SYSTEM

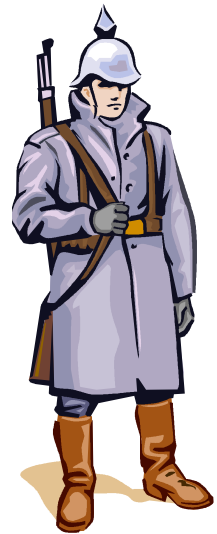
The solar system is the sun and all the celestial bodies which orbit around it. The terrestrial planets include Mercury, Venus, Earth, and Mars. Terrestrial plants are

made of minerals. They consist of a thin crust of solid rock over a molten core. All four have a native humanoid population. Between Mars and Jupiter is a field of asteroids. These asteroids are made of a variety of minerals, gases, and frozen liquids. Some claim that the asteroid belt is pieces of stellar matter that never coalesced into a planet. Others claim that it is the remains of an ancient empire that obliterated itself during a global civil war. The only inhabited planet within the belt is Ceres (Roman Goddess of Agriculture). Jupiter is a gas planet and all life on Jupiter floats in the upper atmosphere. The 63 moons of Jupiter are heavily populated by a variety of humanoid creatures. Saturn is another gas planet and is famous for its ice rings. The rings are the home of a race of monstrous spiders and other vermin that grow to enormous size in the microgravity of the rings. Titan is Saturn's largest satellite and is inhabited by a colony of mechanical creatures sent from a distant solar system. No British Explorers have yet traveled beyond Saturn. British fleets sent to survey savage Georgium Sidus (Uranus) and watery Neptune are underway.

### SOLAR EMPIRES

The first known interplanetary empire was the Mercurial Oligarchy. In those days the sun was smaller and less bright. Mercury Aetherships traveled throughout the solar system and visited the then frozen neighboring planets. The sudden expansion of the sun engulfed the Mercurial Oligarchy driving the survivors underground and back into the "Dark Ages". Only the occasional discovered ancient relic shows the greatness of this long lost empire. The Barsoomian Dominion eventually arose from red planet fourth from the sun. Back then the shallow seas of Mars engulfed the planet. Barsoomians also traveled along the Aether Tides and explored a dinosaur covered Earth. Eventually the seas of Mars dried up and the empire collapsed in spite of the global canal system dug by ancient Martians to preserve trade lines and feed their parched plantations. In modern times, the native Martians live nomadic lifestyles as hunter gatherers. What technology they still possess is carefully hoarded but few understand or can replicate the devices created by their forbearers. Earthlings are currently the greatest power in the solar system.

The most powerful of all Earth nations is the British Empire, Britannia. The British were the first to land on the Moon, establish colonies on Mars and Venus, and to open trade with the Moons of Jupiter. Most other European nations have also established colonies and solar trade routes but trail behind the British in wealth, power, and scientific knowledge. Some nations support pirates and privateers who prey upon British shipping in an attempt to slow the growth of the British Empire or obtain some of its scientific secrets. Additionally, many of the solar colonies of the British Empire are rife with rebellion and political intrigue. Many nations believe that the British Empire can not endure for much longer. If the British Empire falls, who knows where the next Solar Empire will arise, but many believe that beneath the sweltering greenhouse gases of Venus will arise a new solar power.



### PARALLEL EVOLUTION

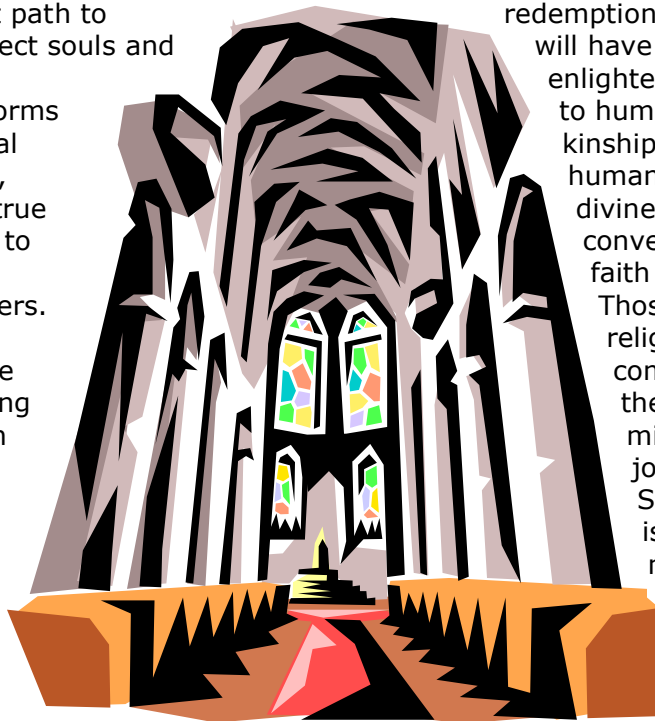
Many have asked why so many of the planets have developed humanoid creatures and why have they developed similar technology. The theories of the luminary Charles Darwin may provide the answer. As stated in his masterwork On the Origin of Species; "As many more individuals of each species are born than can possibly survive; and as, consequently, there is a frequently recurring struggle for existence,

it follows that any being, if it vary however slightly in any manner profitable to itself, under the complex and sometimes varying conditions of life, will have a better chance of surviving, and thus be naturally selected. From the strong principle of inheritance, any selected variety will tend to propagate its new and modified form." Many attribute the evolution of so many sentient species as a result of the superiority of an intelligent and creative mind to overcome any natural hazard. So the development of a humanoid form is the result of the perfection of that design in nature.

The logical evolutionary progression of mankind (and the British Empire) can be demonstrated as follows. Tools help animals thrive in a challenging habitat. Animals need intelligent minds to create tools. A creature with an intelligent mind needs hands to best utilize and create tools. A bipedal stance is required to free the limbs that will develop hands. Upright, intelligent creatures that work together are more likely to thrive. Civilization is a result of intelligent creatures working together well. Civilizations will contest with each other over the possession of resources. The superior civilization will increase in wealth, power, and prestige while the inferior civilizations will either integrate with their superior or die out entirely.

### **DIVINE DESTINY**

The existence of so many sentient races was a first a great shock for theologians, but after much debate and divine research the answer was found. As mankind was created by the divine so too must every sentient creature in the universe. Since mankind is made in the image of the divine, those most closely resembling humans will find the easiest path to redemption. Those least like humans are imperfect souls and will have the most difficulty grasping enlightenment. The similarity of alien forms to humans shows that kinship with mankind. As the chosen race, humans must lead all other races to the true divine path. It is the mission of humans to convert all races to the faith rather than the false path of Idolaters. Those that will not accept the true religion must be driven from a divine community or risk their ideas corrupting the faithful. With this holy purpose in mind, many missionaries have journeyed out into the solar system. Saving souls from eternal damnation is the goal of every devout missionary. Some offer the olive branch of peace while others swing the rod of divine wrath. The British Empire will defend and support missionaries when ever possible, but some missionaries travel to regions so remote that they must depend on their own faith to survive. Many in the British Empire believe that by expanding the empire, humans are fulfilling divine will.



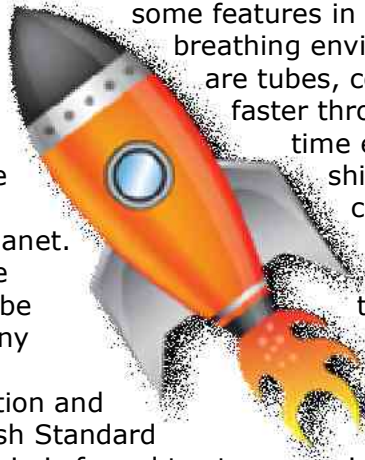
Most missionaries attempt to create a church and train natives as ministers and



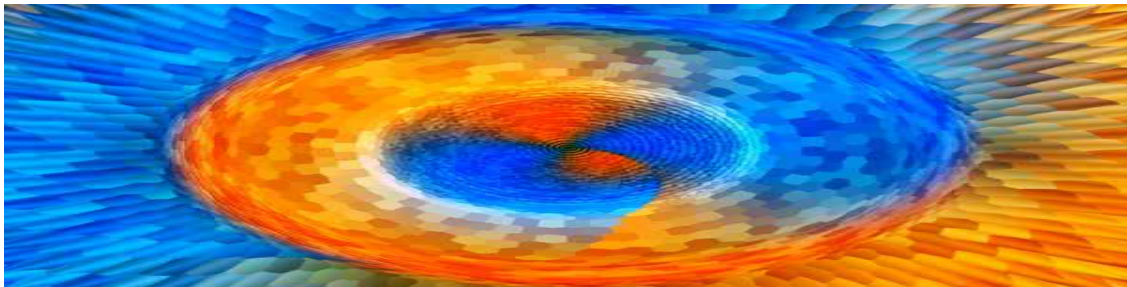
preachers who in turn continue to spread the faith. A proper mission building is often a fortified compound that provides shelter to the congregation of the region during times of conflict or disaster. Many missionaries enforce strict rules of dress and morality, while others attempt to steer local beliefs and traditions to closer correspondence to the missionary's religious values.

### TRAVELING BY AETHERSHIPS

The term aethership refers to any vessel designed to travel through the aether from planet to planet. The shape, size, composition, and power source of each ship can be vastly different but all have some features in common. The ship is always enclosed to preserve the breathing environment of the crew of the ship. Common ship shapes are tubes, cones, spheres, and ovals. An aerodynamic ship travels faster through the aether of the heavens and has an easier time entering and exiting the Golden Roads. The size of the ship can vary dramatically. Small ships are common for craft able to land on or take off from the surface of the planet. This is because a small ship will need less thrust to lift the ship out of the planet's gravity well. Large ships can be the size of small cities and often carry a permanent colony crew that rarely ventures to the surface on any planet. Artificial gravity is created on an aethership by acceleration and deceleration. The gravity is maintained at half BSG (British Standard Gravity) to insure the health of the crew. When a ship is forced to stop or maintain a constant speed, it generally will spin to create gravity with centrifugal force. Most ships are designed so that the crew can move about the vessel regardless of the direction of gravity. Ships can be made of any solid substance but wood, stone, steel, and ceramic are most common.



All aetherships have sails. Hydrogen rocket propelled aetherships use sails as "Parachute-Brakes" or "Landing Chutes", but some ships seek out solar winds to push and turn the ship rather than relying on the rockets common to Earth ships. An "Alchembec Engineer" oversees the Crucible Engine that splits water into oxygen for the crew and hydrogen to fuel the rockets. On solar sailing ships a "Solar Navigator" is require to find the solar trade winds. Venus deploys vegetative green solar sails that absorb sunlight to create oxygen, food, and fuel for the ship. Only Earth ships have access the "Golden Roads" that allow a ship to travel faster than light.



### GOLDEN ROADS

Before the discovery of the golden roads, ships sailed through the solar system at sub light speeds, and took months or years to travel from planet to planet. With the discovery of the "Golden Roads", ships can now move very swiftly from place to

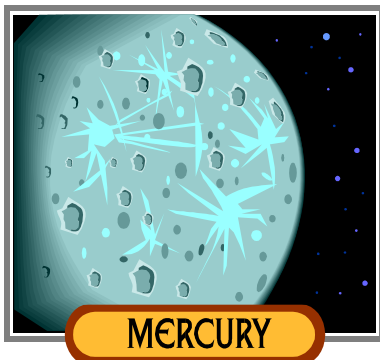
place by entering a sub-dimensional bubble. Very little time seems to pass for creatures traveling the golden roads, but weeks and months race by in the outside world. Two skill checks with Scientific Knowledge (Pan Dimensional Theory), are required by the Alchembec Engineer to successfully traverse the Golden Roads. The first check is to successfully arrive at the proper destination; the second check is to arrive at the destination at a specific time (it takes at least 1 week to travel one AU, but this seems to be only one day to the ship's crew). The DC of the check involves the distance between objects traveled ( $15 + 5$  per AU traveled). For the failure the ship is 1d% AU or +1d20 hours off from the target of the roll plus an additional 1d% AU or 1d20 hours per 5 below the DC value. The knowledge of the Golden Roads is pivotal to the supremacy of the British Aether Fleet and it is a brutally enforced secret only known to British trained Alchembec Engineers. Many attempts have been made to steal this secret, but none successful. While traveling on the Golden Road the ship is sealed in its own bubble universe.

### AETHERSHIP BATTLES

The description above is intended to allow the DM to use the statistics for water craft to describe the properties of an Aethership. A short description of wooden ships is provided in the DM. A more extensive description is given in Arms & Equipment Guide, Stormrack, and d20 Past supplements. The only necessary change in ship design is that the crew of any aethership is fully enclosed by the hull. Crews venturing outside the hull require their own air supply or air hoses leading back to the ship. Even though aetherships move much faster through the aether than terrestrial ships speeds, the speed of any aethership is proportional to other aetherships so the relative difference in speeds remains the same when enacting a ship battle or stern chase and are treated as any other "ship to ship" combat.

Most aetherships are armed with some type of cannon or arbalest, but boarding actions are commonly used to capture ships and their cargos. Catapults and Mortars due not work on aetherships due to the lack of gravity which prevents a ballistic arc. Custom cannonball shells such as chain, case, grapeshot, harpoon, and net are used for a variety of purposes and on a variety of targets. Cannons are commonly mounted in turrets scattered across the ship, but some older designs with mobile wheeled cannons have more cannon ports than cannons to make the best use of the few cannons they possess. Many cannons are designed to be muzzle loaded, but the more advanced and recent military designs are breach loaders.

## THE SOLAR SYSTEM



### MERCURY

Mercury is the terrestrial planet closest to the sun and has no lunar satellites. It is a small planet but has a heavy metallic core that increases the force of gravity to 0.38 that of earth (0.38 BSG: British Standard Gravity). The surface of Mercury is largely metallic dotted with a few green oases hidden within craters pocking the face of the planet. The metallic crust of Mercury is alternatively baked and frozen. It is within and beneath the craters that most life exists. Every

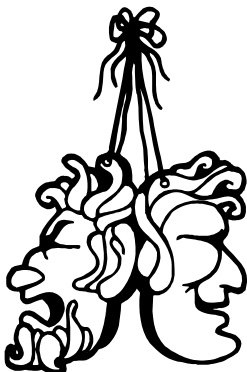
solar year (2090 hours) on Mercury consists of three Mercurian days. As the sun hovers above the metallic plains it boils away any cloud cover and ambient moisture. All life must either flee for the horizon or burrow beneath the ground. On the night side of Mercury, the relentless darkness rapidly cools the planet to sub-arctic temperatures. The skies of Mercury in perpetual motion as warm thermals race towards the dark side of the planet. Precipitation falls as snow on the cold side of the planet and piles high during the long night. Across the surface of the planet are the ruins of the former glory of the Mercurial Oligarchy. Rusty towers and palaces become the refuge of scavengers and are haunted by the ghosts of the past.

### **LIFE ON MERCURY**

Organic life on the surface of Mercury (called Rasoom by the natives) can only exist within the twilight zone know as the "Light Country". This region is a moving band of moderate temperatures that migrates as the planet rotates. To stay within this habitable region an animal must race the sun as it moves across the sky, always staying away from the burning noon day sun but never venturing into the freezing night. Alternatively creatures must hide underground during the long night and day of Mercury. Wildlife utilizes either strategy but only the sentient natives of Mercury employ both. Plants grow rapidly in the "Light Country" and quickly produce flowers, fruit, and seeds. Their deep and extensive root systems allow them to survive the heat of Fire Country and the frigid snows of Cold Country. So each day consists of two growing seasons split by a burning afternoon and a frigid twilight. The men of Mercury have to use this fertile time to grow crops which will see them through "Fire Country" and "Cold Country" rotations.

Since Mercury has no axial tilt it has no seasonal range. The Mercurian day (696 hours long) determines the temperature. Dawn is treated as spring. The snowfall of the previous night melts in the rapidly rising temperatures. This period lasts until the sun rise above the rim of the crater cities and starts to boil away water and all exposed vegetation. Only creatures equipped with polarized vision and heat resistant bodies can survive in this swiftly burgeoning desert. As the sun drops lower in the sky, plants and animals reemerge to gather the food they will need to survive the freezing blizzards of nightfall.

The thin atmosphere of Mercury does little to buffer the temperature of the air. Most of the native life lives within the shadows of crater wall which protect native wildlife from the constant winds that scourge the planet due to the radical difference in temperature between the day and night sides of the planet. Additionally, humidity tends to linger slightly longer in the air pockets created by the crater walls. The scarce wild life that thrives outside the craters is adapted to survive on the meager nutrients of the metallic soil (rust monsters) and the sand storms (dust mephits).



The "Fire Country" of Mercury is a result of the burning sun rather than a fixed geographical location. This is the best place to explore the ancient ruins of Mercury. Most native life has gone into hiding from the sun and the remains of the once great cities of Mercury are not buried beneath snow. Unfortunately, these ruins are still dangerous since they often attract fire elementals, ghosts, infernal creatures, as well as the few remaining war constructs created by the Mercurian Oligarchy. The "Cold Country" of is also hostile to life and is subject to

constant snow storms that bury the landscape beneath hundreds of pounds of snow and ice.

### A MERCURIAL FAITH

The Mercurians worship a dualistic diety. Hermes, the male aspect, is worshiped by men. Iris, the female aspect is worshiped by the women. Men pray for wealth, inspiration, good health, and success in battle. Women pray for youth, safety, good fortune, and successful hunting. Altars dedicated to the God of Mercury have two sides. One side displays the female aspect and the other side is the male aspect. This duality is often symbolized as a pair of masks: one male and one female. This division in faith reflects the deep division of culture between the nomadic women and the indigenous agrarian men.

### D&D STATISTICS

**Hermes:** Domains: Earth, Healing, Knowledge, War; Weapon: Pick, Heavy; AL: LN

**Iris:** Domains: Air, Animals, Luck, Strength, Travel; Weapon: Spear; AL: CN



### THE MEN AND WOMEN OF MERCURY

The men and women of Mercury both have light grey skin and pink to dark purple eyes. Both sexes have a small tuft of feathers at each temple and ankles, but otherwise their features closely resemble humans. Their lifespan is also equal to humans, but in all other ways they are vastly different. This race is light boned due the low gravity of Mercury. The Men of Mercury tower at a height of 6ft 4in (+2d12in) but only weigh 110lbs + Height Modifier x(2d4)lbs. Women of Mercury are 4ft (+2d10in) and weigh 50lbs +Height Modifier x(2d4)lbs. and possess a fully developed pair of feathered wings. Additionally women lay eggs rather than carry the infant within the womb so that the pregnancy is not a burden to flight. Traditionally it is the job of the main to incubate the egg until it hatches with his underground den. The women migrate with the constantly moving Light Country of Mercury. The women use their wings to carry them along the thermals that constantly flow

towards the Cold Country (the night side of the planet) and stay ahead of the Fire Country (the land cooked by the noon day sun). This split society means that men own all the land and are often skilled in agriculture, mining, metalworking, and domestic crafts. The women commonly pursue a nomadic lifestyle focused on trade, performance, hunting, and wilderness survival. Young boys are raised by their fathers. Young girls stay with their fathers until they finish growing their wings at puberty and begin flying with their mother's flock. Men greatly out number Women in mercury by a margin of 10 to 1. This creates a fierce competition for mates and a tendency to serial marriages.

### Man of Mercury:

Type: Giant (Not subject to effects that target humanoids)



Size: Medium

Speed: 20ft (Slow)

Abilities: Low-Light Vision, Powerful Build (gains all the benefits of "Large" size).

Racial Weapon Proficiency: Simple and Martial Weapons (or Archaic Weapon Proficiency for d20 Past)

Racial Skill Bonuses: +2 on Craft checks (any metal), +2 Profession (Farmer), +2 Knowledge (Nature or Natural Sciences).

Favored Class: None

### **Woman of Mercury:**

Type: Humanoid (Winged)

Size: Medium

Speed: 30ft, Fly (avg.): 30ft

Abilities: Winged Flight (armor will reduce flight speed)

Racial Skill Bonuses: +2 to Survival, Spot, and Search Checks.

Favored Class: None

## **COMMON MONSTERS**

**LIGHT COUNTRY:** The most common monster on Mercury is the "Brue". It is a nickel plated centipede found through Mercury. Many have been domesticated by the men of Mercury as a beasts of burden and a mining tool. This beast is the same as Fiendish Monstrous Centipede but is native to the planet. A clutch of young Brue is equivalent to a Fiendish Centipede Swarm. The Lightlands are also home to a

variety of fast growing vegetation and giant burrowing insects that are both predatory and domesticated. In addition herds of migrating white winged bison and other avian beasts (see Winged Template: Savage Species) graze swiftly across the region.



## **White Winged Bison**

A typical white winged bison (a.k.a. draconic buffalo) stands over 8 feet tall at the shoulder and measures 6 feet from snout to tail. It weighs

about 4,000 pounds. Beneath its white furry mane, the creature is covered with pearly scales. It is equipped with razor sharp claws, and reptilian wings. It feeds on both plants and meat. Draconic buffalo are nothing if not aggressive. They attack intruders on sight, attempting to trample, gore, or freeze them. There is no way to calm these furious creatures, and they are impossible to domesticate. Draconic Buffalo Wings are considered a fine delicacy by Mercurians and are highly prized. Draconic Buffalo lay eggs which are incubated by the heat of the Firelands. The hatchling is immediately able to fly. The discarded egg shell is a robust ceramic that is commonly collected to craft body armor (Grants the wearer Fire Resistance 5 (Ex) and +1 to armor hardness, Cost: +2000gp to cost of armor).

	Large Dragon
<b>Hit Dice:</b>	8d12+48 (100 hp)
<b>Initiative:</b>	+4
<b>Speed:</b>	30 ft. (6 squares), Fly (AVG) 60ft
<b>Armor Class:</b>	24 (-1 size, +15 natural), touch 9, flat-footed 24
<b>Base Attack/Grapple:</b>	+8/+17
<b>Attack:</b>	Gore +16 melee (1d8+11)
<b>Full Attack:</b>	Gore +16 melee (1d8+11), 2 Claws +11 melee (1d6+5)
<b>Space/Reach:</b>	10 ft./5 ft.
<b>Special Attacks:</b>	Breath weapon (Cold Cone), trample 1d8+7
<b>Special Qualities:</b>	Darkvision 60 ft., lowlight vision, scent, Immune to Cold
<b>Saves:</b>	Fort +11, Ref +6, Will +5
<b>Abilities:</b>	Str 29, Dex 10, Con 23, Int 4, Wis 12, Cha 11
<b>Skills:</b>	Listen +9, Spot +8,
<b>Feats:</b>	Alertness, Improved Initiative, Iron Will
<b>Environment:</b>	Mercury
<b>Organization:</b>	Solitary, pair, pack (3-4), or herd (5-13)
<b>Challenge Rating:</b>	10
<b>Treasure:</b>	None
<b>Alignment:</b>	Always neutral
<b>Advancement:</b>	9-15 HD (Large); 16-24 HD (Huge)
<b>Level Adjustment:</b>	—

## COMBAT

Whenever possible, a draconic buffalo begins an encounter by charging at its opponents.

**Breath Weapon (Su):** 60-foot cone, once every 1d4 rounds (but no more than five times per day), inflicts 6d8 cold damage (Reflex Save DC: 20 to negate). Victims are “freeze dried” (turn to stone permanently), Fortitude DC 20 negates. The save DC is Constitution-based.

**Trample (Ex):** Reflex DC 23 half. The save DC is Strength-based.

**FIRE COUNTRY:** The sandy wastes are home to creatures unaffected by heat. This includes fire elementals, ghosts, and ancient abandoned Constructs of the Mercurial Oligarchy.

## Fired Clay Golem

	Large Construct
<b>Hit Dice:</b>	11d10+30 (90 hp)
<b>Initiative:</b>	+2
<b>Speed:</b>	20 ft. (4 squares)
<b>Armor Class:</b>	25 (-1 size, +2 Dex, +14 natural), touch 11, flat-footed 23
<b>Base Attack/Grapple:</b>	+8/+19
<b>Attack:</b>	Slam +14 melee (2d10+7 plus cursed wound)
<b>Full Attack:</b>	2 slams +14 melee (2d10+7 plus cursed wound)

<b>Space/Reach:</b>	10 ft./10 ft.
<b>Special Attacks:</b>	Berserk, cursed wound, <i>fire shield</i>
<b>Special Qualities:</b>	Construct traits, damage reduction 10/adamantine and bludgeoning, darkvision 60 ft., haste, immunity to magic, low-light vision, immunity to fire, immunity to cold
<b>Saves:</b>	Fort +3, Ref +2, Will +3
<b>Abilities:</b>	Str 25, Dex 14, Con —, Int —, Wis 11, Cha 3
<b>Skills:</b>	—
<b>Feats:</b>	—
<b>Environment:</b>	Any
<b>Organization:</b>	Solitary or gang (2–4)
<b>Challenge Rating:</b>	14
<b>Treasure:</b>	None
<b>Alignment:</b>	Always neutral
<b>Advancement:</b>	12–18 HD (Large); 19–33 HD (Huge)
<b>Level Adjustment:</b>	—



This golem has a humanoid body made from clay. A fired clay golem wears no clothing except for a metal jewelry and its surface is burnt and blackened. An aura of blue or yellow fire constantly burn around the construct. A fired clay golem cannot speak or make any vocal noise. It walks and moves with a slow, clumsy gait but strikes suddenly. It weighs only 200lbs on Mercury (600lbs on Earth).

### Combat

**Berserk (Ex):** When a fired clay golem enters combat, there is a cumulative 1% chance each round that its elemental spirit breaks free and the golem goes berserk. The uncontrolled golem goes on a rampage, attacking the nearest living creature or smashing some object smaller than itself if no creature is within reach, then moving on to spread more destruction. Once a clay golem goes berserk, no known method can reestablish control.

**Cursed Wound (Ex):** The damage a fired clay golem deals doesn't heal naturally and resists healing spells. A character attempting to cast a conjuration (healing) spell on a creature damaged by a clay golem must succeed on a DC 26 caster level check, or the spell has no effect on the injured character.

**Immunity to Magic (Ex):** A fired clay golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects

function differently against the creature, as noted below.

A *move earth* spell drives the golem back 120 feet and deals 3d12 points of damage to it.

A *disintegrate* spell slows the golem (as the *slow* spell) for 1d6 rounds and deals 1d12 points of damage.

An *earthquake* spell cast directly at a clay golem stops it from moving on its next turn and deals 5d10 points of damage. The golem gets no saving throw against any of these effects.

Any magical attack against a fired clay golem that deals acid damage heals 1 point of damage for every 3 points of damage it would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points. For example, a fire clay golem hit by the breath weapon of a black dragon heals 7 points of damage if the attack would have dealt 22 points of damage and no damage from a red dragon. A fired clay golem gets no saving throw against magical attacks that deal acid damage.

**Haste (Su):** After it has engaged in at least 1 round of combat, a fired clay golem can haste itself once per day as a free action. The effect lasts 3 rounds and is otherwise the same as the spell.

**Fire Shield (Su):** The fired clay golem is constantly encased in a *fire shield*. This shield is used to protect the golem increase its combat potential. The effect is otherwise the same as the spell cast as an 11<sup>th</sup> level mage (Cold or Fire Damage: 1d6+11)

### Construction

A fired clay golem's body must be sculpted from a single block of clay weighing at least 1,000 pounds, treated with rare oils and powders worth 3,000 gp. Creating the body requires a DC 18 Craft (sculpting) check or a DC 18 Craft (pottery) check.

CL 11th; Craft Construct, *fire shield*, *animate objects*, *commune*, *resurrection*, caster must be at least 11th level; Price 50,000 gp; Cost 26,875 gp + 1,925 XP.

**COLD COUNTRY:** The snowy plains are home to creatures unaffected by cold such as ice elementals, and other frozen creatures that hibernate beneath the surface until night falls on Mercury. See "Frostburn" for numerous examples of cryophilic creatures.

Diminutive Elemental (Air, Cold, Swarm, Water)	
<b>Hit Dice:</b>	3d8 (13 hp)
<b>Initiative:</b>	+4
<b>Speed:</b>	5 ft. (1 square), fly 40 ft. (good)
<b>Armor Class:</b>	18 (+4 size, +4 Dex), touch 18, flat-footed 14
<b>Base</b>	+2/—
<b>Attack/Grapple:</b>	
<b>Attack:</b>	Swarm (1d6)
<b>Full Attack:</b>	Swarm (1d6)
<b>Space/Reach:</b>	10 ft./0 ft.
<b>Special Attacks:</b>	Distraction, wounding
<b>Special Qualities:</b>	Blindsense 20 ft.; Half damage from slashing and piercing; Darkvision 60ft; Immune to Poison, Sleep, Paralysis, Stunning, Critical Hits, and Cold; Double damage from Fire effects; Swarm traits
<b>Saves:</b>	Fort +3, Ref +7, Will +3
<b>Abilities:</b>	Str 3, Dex 19, Con 10, Int 2, Wis 14, Cha 4
<b>Skills:</b>	Listen +11, Spot +11
<b>Feats:</b>	Alertness, Lightning Reflexes
<b>Environment:</b>	Cold deserts
<b>Organization:</b>	Solitary, flight (2–4 swarms), or colony (11–20 swarms)
<b>Challenge Rating:</b>	3
<b>Treasure:</b>	None
<b>Alignment:</b>	Always neutral
<b>Advancement:</b>	None
<b>Level Adjustment:</b>	—



A frost bat swarm is nocturnal, and is never found above ground in the daylight of Mercury.

### Combat

A frost bat swarm seeks to surround and attack any warm-blooded prey it encounters. The swarm deals 1d6 points of damage to any creature whose space it occupies at the end of its move.

**Distraction (Ex):** Any living creature that begins its turn with a swarm in its space must succeed on a DC 11 Fortitude save or be nauseated for 1 round. The save DC is Constitution-based.

**Wounding (Ex):** Any living creature damaged by a frost bat swarm continues to bleed, losing 1 hit point per round thereafter. Multiple wounds

do not result in cumulative bleeding loss. The bleeding can be stopped by a DC 10 Heal check or the application of a *cure* spell or some other healing magic.

**Blindsense (Ex):** A frost bat swarm notices and locates creatures within 20 feet. Opponents still have total concealment against the bat swarm (but swarm attacks ignore concealment).



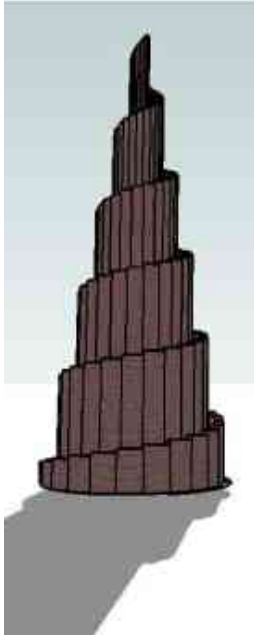
**Skills:** A frost bat swarm has a +4 racial bonus on Listen and Spot checks. These bonuses are lost if its blindsense is negated.

## THE CITIES OF MERCURY

There are six major city states in existence on Mercury. Each is place within a verdant crater with its own underground water supply. Each city has its own government and has little contact with the other cities other than by courier through the women of Mercury. Since the fall of the Mercurial Oligarchy, the people of the planet have fallen back into a medieval era. They still retain the knowledge to construct steel weapons and primitive firearms, but have lost the ability to recreate ancestral artifacts such as "Quick-Silver Swords", "Ray-Guns", and "Silver Bullet Ships". The few that remain to them are hoarded and rarely used.



**Hill City:** This is the largest city and is named after the large crest in the center of this enormous crater. It has the largest population and is the most aggressive.



**Water City:** Water City is built in a crater that is half lake. It is famous for its hanging gardens that dot the wall of the crater and its clear blue lake waters. This partially freezes at night and steams during the day.

**Copperhead:** Copperhead is famous for its extensive copper mines.

**Ruin:** Ruin is built on the remains of an ancient metropolis and has the largest collection of ancient Mercurial artifacts.

**Harvest:** Harvest is a marshland famous for its surplus of a red grain similar to rice.

**Bone Town:** Bone Town is named after the many fossils of long dead animals found within its mines. Rumor has it that the residents of Bone Town engage in necromancy and cannibalism. Its most distinctive feature is an enormous stone tower that rises high above the settlement.

## ADVENTURE HOOKS

### 1. Winged Women of Mercury

The residents of Hill Town are enslaving Mercurian women. Every woman they catch has her wings removed so that she can not fly away and is forced to live with her captor in his underground den. The news of this outrage has spread through among the women of mercury and is likely to result in a battle of the sexes. Unfortunately the Men of Hill City outnumber the women by 10 to 1. Visitors may be forced to take sides as they may be recruited based on gender. Political jealousies and blood feuds within the female flock must be resolved if the women wish to avenge their flightless companions on the well armed and fortified city. The disfigured women will need a medical miracle to regenerate their wings and will be endlessly grateful to anyone who can restore their freedom.

### 2. Mystery of the Missing Mates

Earth women are disappearing at an alarming rate. The characters must determine who is taking them and where they are going. Perhaps the adventures set and trap or are able to analyze the evidence left at the raids to determine the guilty party. If they manage to track down a raiding ship a battle issues to rescue any captives aboard.

### 3. Captives of Mercury

Frustrated in their inability to acquire mates, the some of the male residents of Mercury have kidnapped Earth women and children. A rescue task force must be organized to invade and rescue the female and children hostages and overcome any ancient devices and weapons the Mercurians have at their disposal.

### 4. Cannibals of Mercury

A group of cannibal bandits are attacking local shipping stealing the cargo. The characters must track down the cannibals to their lair on Mercury and rescue any survivors. A massive ivory tower defends the settlement from orbital attack. The hero group must land either on the night side or dayside of Mercury and infiltrate the settlement. Each side of the planet has its own hazards and obstacles. The players may seek assistance from friendly locals or operate covertly. The cannibals have access to supernatural powers and undead creatures to defend their lair.



## VENUS

Venus is the second planet from the sun and is completely enshrouded in ominous fog. Gravity is about 12% less on Venus than Earth. Venus has no moons. The Venus day consists of 26 hours, 56 minutes, 4 seconds of Earth time. Beneath the clouds the surface of Venus is a sweltering morass composted of shallow seas, fetid marshes, and dank jungles. The skies of Venus are always a cloudy green; neither the sun nor stars are ever visible from the surface. Adding

to the darkness of the sky are the active volcanoes that dot the surface of the planet and act as landmarks for the natives in an otherwise foggy bayou. During the day the light is poor but at night it is pitch black except for the light thrown by active lava flows and fires. Life has evolved on Venus in a radically different pattern than that of Earth. Instead of mammals, the dominant form of life on Venus is plants. Plants occupy all feeding cycles and ecological niches including predator, prey, and parasite; symbiotic, aquatic, terrestrial, and aerial. The trees of Venus ascend hundreds of feet into the air to catch the few rays of undiluted sunlight available above the fog. The under story is composed of mobile and anchored vegetation scavenging for their next meal. The air is filled with copter-plants, balloon ferns, and winged orchids. In addition to kelp and water lilies, the salty seas abound with plankton on the microscopic and macroscopic scale. Other common animals on Venus are bacterium (both microscopic and monstrosly large varieties), v-bugs, pseudo-crabs, and warm blooded Venusian amphibians.

Most European countries have sponsored colonies and xeno-botany camps scattered across the surface of Venus in an attempt to secure their territorial claims. The major population of many of these colonies comes from immigrants who are debtors, mentally insane, criminals, political exiles, or heretics that were forced to emigrate. Concentrating so many rebels in such a hostile environment has created extreme ill will and open rebellion. Venusian colonists have started to call themselves Citizens of Venus and some seek independence as a second human ruled planet.

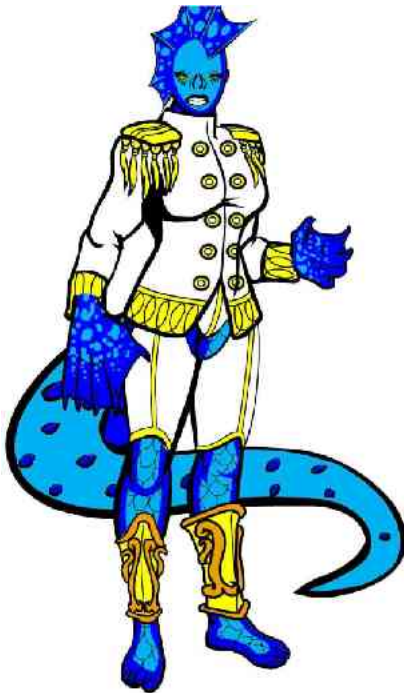
Much of Venus remains unexplored but has proven extremely valuable. The high mortality rates due to infection, predation, and misadventure tend to block most British business men from traveling to Venus. The few who are desperate and

ruthless enough to succeed in the jungles of Venus can acquire vast fortunes on the exotic plants, medicines, and rare woods found on Venus. Unfortunately, the activity of these treasure hunters has soiled the reputation of the British Empire and humans in general among the sentient natives of the planet.

Relations were initially good with the native population of Venus. Many natives were happy to trade local plants for the exotic products of Earth. The rapid increase of the human population on the planet has soured this goodwill. Many natives have begun to avoid or attack foreigners and even the most loyal are beginning to sever their social and economic ties to Britannia and other human colonies.

## LIFE ON VENUS

In addition, numerous expeditions and human colonies that have established beach heads and trading posts on Venus, the planet has three native sentient species. The Myposans, Voo-Ad and Brokols, respectively, amphibians, amoebas and plants are all highly localized populations. Their extraordinary natures limits their ability to travel and explore, thus the habitats that they occupy are far more restricted than those which humans can occupy. Of the three, the Myposans most closely mimic humans because they are warm blooded and carry their children to term within natal pouches on their bellies. The small groups of European settlers sent to colonize Venus have



provided a quick and ready template for a culture they were quick to adopt. Similar circumstances may have held with the Voo-Ad and Brokols, they were flexible life forms used to imitating apex creatures. Apart from the gifts of a common language (English), native Venusians are quickly recreating the devices and social institutions displayed by British Colonists. Likely, the imitation is perfect enough that the natives may eventually become a interstellar power themselves. Some British officials support Venusians for inclusion as subjects of the British Empire. Unfortunately, the bigotry and condescension displayed by some British officials is fermenting rebellion among these rapidly advancing races.

### MYPOSAN

Myposan's cities seem radically incompetent in every respect to a human observer, a crude surrealist imitation of human habitations and habits. Their square houses only have one or two walls, free standing chimneys, have no plumbing, and lack proper ceilings, windows, and doors. What few possessions they have are often shared among the entire population are often non-functional imitations of machines commonly used by humans. The Myposans are commonly described as lacking love and human emotions. Their behavior, particularly with regard to reproduction, seems dominated by instinct. Offspring instinctively return to their breeding pools much like salmon; parents instinctively protect their offspring and instinctively destroy unrelated offspring. The infants, upon ascending to land, can instinctively walk upright. Myposan's have chameleon like skin, large lidless eyes, webbed hands and feet, and a thick tail. Females are slightly bigger than males. Myposans are live near the shallow seas of Venus.

Type: Humanoid (Amphibian)

Racial Attribute Modifiers: None

Size: Medium

Speed: 30ft, Swim 30ft

Abilities: Low-Light Vision, Breath Underwater, Live on land for CON modifier hours per day (suffers -1 CON temporary damage per hour exceeding maximum)

Racial Exotic Weapon Familiarity: Blowgun (greater and lesser)

Racial Skill Bonuses: +8 on Swim Checks, +4 on Hide checks (chameleon skin).

Favored Class: None

Racial Language: English (Common) and Venusian

Age: Same as Human, Height: Same as Human, Weight: Same as Human

### **BROKOLS**

The Brokols are similarly inhuman in psychological terms. They have no real concept of family, of love, or of society. Their children, similarly, are unintelligent animal who must be trained to a semblance of humanity. They are able to speak, but have little innate desire to communicate, using language only when necessary. Brokols resemble vines twisted into a humanoid shape. Rather than hair they possess long thin flower pedals on top of their heads that release pheromones and pollen into the air. While Brokols appear to have male and female forms they can reproduce asexually. Brokols live in the jungles of Venus.



Type: Humanoid (Vine)

Racial Attribute Modifiers: -2 INT, -2 CHA

Size: Medium

Speed: 30ft

Abilities: Low Light Vision, Immune to Paralysis, Disease, Poison, and "Sleep" effects, Vulnerable to effects that specifically target plants.

Racial Skill Bonuses: +3 Climb and Balance Checks, +1 Use Rope Checks

Favored Class: None

Racial Language: English (Common) and Venusian

Age: Same as Elf, Height: Same as Elf, Weight: Same as Elf

### **VOO-AD**

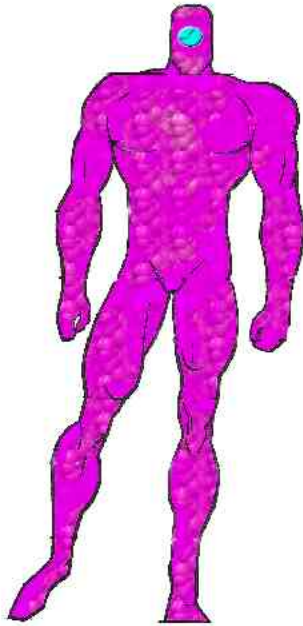
The Voo-ad are also lacking in human sentiments and emotions. They have no close feelings or affection for each other. They are the gelatinous doppelgangers, supreme imitators, of Venus. Their ability to mimic the humanoid form provides them with camouflage and with hands and minds able to use advanced tools. Voo-ad resemble a pink gel filled with protoplasm but can maintain a humanoid shape indefinitely.

Type: Humanoid (Amoeba)

Size: Medium

Speed: 20ft (Slow)





Abilities: Reduce sneak attack dice damage by half (round down). Acid Damage (+1d3 acid damage on all unarmed attacks). +2 racial bonus on all saving throws against disease, paralysis, "sleep", poison, and mind affecting "effects".

Racial Skill Bonuses: +4 on Escape Artist and Disguise checks, Disguise is always a class skill

Favored Class: None

Racial Language: English (Common) and Venusian

Age: Same as Half-Orc, Height: Same as Half-Orc, Weight: Same as Half-Orc

It is the belief of many British Scholars that each of these Venusian races, in contrast to humans, is psychologically insensitive and lacks the critical elements needed to form a civilized culture of its own. They do not have family structures, they do not have pair bonds, and their reproduction processes are radically different than humans and mostly instinctual. Instead, it is quite clear that they have borrowed from British culture, including its language, government organization, architecture and other features,

producing their own variations. Venusians are keen to acquire advanced weapons and tools and treasure them highly even if they can not use them.

## CONVERSION OF VENUS

Venus is a largely secular society. Most humans have little time, interest, or tolerance for state mandated religious observances. The few devout colonists isolate themselves into their own tiny communities. British missionaries sent to Venus have had little luck converting any of the natives to Imperial Orthodoxy. It is not that they refuse to listen but they can not grasp the concepts of faith, prayer, and afterlife.

## COMMON MONSTERS OF VENUS

### Venusian Animals

Most creatures on Venus are not really animals at all but are actually mobile plants. The few actual animals of Venus are very similar to Earth insects, crabs, and amphibians. A few distinctive examples are provided below.

#### *Atlas Crabs:*

Atlas Crabs are harmless but have the annoying habit of picking up loose objects and taking off with it. Atlas Crabs have tremendous strength; a two pound crab can carry up to a one ton (Earth weight) object. Atlas Crabs are tiny creatures with bright violet shells (HD: 1/2d8 (2hp), AC: 14, Speed: 20ft, Climb 20ft).

#### *Bola Spiders:*

Bola spiders form a sticky bridge of spider web between them. If the spiders spot potential prey the leap and attempt to ensnare the target in their "bola" web. Each spider is equivalent to a "Tiny" Monstrous Spider. Their initial attack is equal to a +3 ranged trip attack (RI: 10ft, STR: 10). If the trip is successful, the prone character

must make a STR check (DC:20) to unbind his legs. The spiders always attack as a pair.

#### *Duncerabbits:*

These creatures are not rabbits at all, but actually pastel amphibians that have two fleshy antennae similar to rabbit ears. The main threat of these creatures is that each is infected with debilitating "Madness Spores". Duncerabbits can spread this disease to creatures that eat them or eating food contaminated by duncerabbit droppings. "Madness Spores" destroy the brains of living creatures.

MADNESS SPORES-ingested, Fortitude DC: 15, incubation period 1d6 hours, damage 1d3 INT and 1d3 WIS. The save is Constitution based.

#### *Wiz-Bang Beetles:*

Wiz-Bangs are attracted by strong odors such as open flame, alcohol, bile, blood, cooking meat, or tobacco and travel in fast moving cloud. They quickly reach ballistic speeds in flight and strike organic objects like grapeshot. Anyone caught in a barrage of Wiz-Bang Beetles must make a Reflex Save (DC: 10 +CR threat of the Beetle Cloud) or suffer 1d6 damage (bludgeoning) per CR of the natural hazard. Organic creatures killed by Wiz-Bangs are food for wiz-bang larva that mature into new beetle clouds.

### **Venusian Plants**

The dominant life form of Venus is plants. Some plants prey on animals, some on other plants, but most predatory plants are omnivorous.

#### Plant Creature Templates:

Wood Elemental Template: Manual of the Planes pg 196

Woodling: Monster Manual Three pg 198

Topiary Guardians: Monster Manual Three pg 175

#### Plant Traps:

Some wait for their prey to come to them. These plant creatures act more like traps than monsters. Some examples are given below. 5 or more ranks in Knowledge (Nature or Xeno-Biology) provide a +2 bonus to Search for plant traps. Instead of disabling a plant trap, the traveler can attempt to bypass it through physical skills.

*Circe Plant:* This plant consists of two tall electrified trunks with a pool of liquid in between. A powerful charge electrocutes arcs through the prey that travels between the two trunks and paralyzes it so that when it falls into the digestive fluid pooled below it risks drowning. CR 12; botanical; sound trigger; automatically resets; (10d6 electrical: 24 DC Reflex to halve damage plus Paralysis for 4d6 rounds: 24 DC Fortitude Save to negate); Liquid Filled Pit: 2d6 acid damage per round plus Drowning Hazard (20 Reflex DC avoids); Search DC 29; Move Silently DC 29 to bypass.

*Fire Bush:* This bush explodes in a fiery burst when it detects the pheromones of prey nearby. CR 9; botanical; touch trigger; no reset; 16d6 fire damage: 28 DC Reflex to negate damage; Search DC 28; Jump check DC 28 to leap over bush without detonating it.

*Dervish Palm:* Razor edged seed pods regularly spin around the palm and strike all creature that travel within a 5ft radius of the palm tree trunk. CR 6; botanical; timed trigger; automatic reset; Atk +20 melee (6d6, piercing); multiple targets (all targets in a 10ft by 10ft area); Search DC 24; Tumble check DC to roll between the swinging pods.

*Rubber Stamp Plant:* The rubber trunk hammers prey into the ground and it bends back and forth. CR 3; botanical; visual trigger; automatic reset; Atk +15 (1d10+10/x3, maul); Search DC 15; Hide Check DC 27 to deceive the plant's visual trigger.

## Venusian Man Eaters:

The creatures of Venus are always searching for new prey and new evolutionary opportunities. With the introduction of humans into the environment, many creatures have developed abilities and behaviors to capitalize on this new food source.

## WOODLING NYMPH

	Medium Fey
<b>Hit Dice:</b>	6d6+6 (27 hp)
<b>Initiative:</b>	+3
<b>Speed:</b>	30 ft. (6 squares), swim 20 ft.
<b>Armor Class:</b>	24 (+3 Dex, +4 deflection, +7 natural), touch 17, flat-footed 21
<b>Base Attack/Grapple:</b>	+3/+3
<b>Attack:</b>	Slam +3 melee (1d6) or Dagger +6 melee (1d4/19–20)
<b>Full Attack:</b>	2 Slams +3 melee (1d6) or Dagger +6 melee (1d4/19–20)
<b>Space/Reach:</b>	5 ft./5 ft.
<b>Special Attacks:</b>	Blinding beauty, spells, spell-like abilities, stunning glance
<b>Special Qualities:</b>	Plant Traits, Damage reduction 10/cold iron, low-light vision, unearthly grace, wild empathy, Fire Vulnerable: +50% damage
<b>Saves:</b>	Fort +7, Ref +12, Will +12
<b>Abilities:</b>	Str 10, Dex 17, Con 12, Int 16, Wis 17, Cha 19
<b>Skills:</b>	Concentration +10, Diplomacy +6, Escape Artist +12, Handle Animal +13, Heal +12, Hide +12 (+16 in flora), Listen +12, Move Silently +12 (+16 in flora), Ride +5, Sense Motive +12, Spot +12, Swim +8, Use Rope +3 (+5 with bindings)
<b>Feats:</b>	Combat Casting, Dodge, Weapon Finesse
<b>Environment:</b>	Temperate forests
<b>Organization:</b>	Solitary
<b>Challenge Rating:</b>	9
<b>Treasure:</b>	Standard
<b>Alignment:</b>	Usually chaotic good
<b>Advancement:</b>	7–12 HD (Medium)
<b>Level Adjustment:</b>	+10

A woodling nymph is about the height and weight of a young woman and has skin as radiant as flower petals. Its hair is usually green but changes to match the season. Most woodling nymphs attempt to lure humans away to their lairs where they can kill in secrecy. Most do not directly feed on humans but use their bodies to create rich mulch for its seedlings. Woodling nymphs speak Sylvan and Common.

### COMBAT

**Blinding Beauty (Su):** This ability affects all humanoids within 30 feet of a nymph. Those who look directly at a nymph must succeed on a DC 17 Fortitude save or be blinded permanently as though by the *blindness* spell. A nymph can suppress or resume this ability as a free action.

The save DC is Charisma-based.

**Spell-Like Abilities:** 1/day- *entangle*, 1/day- *Summon Nature's Ally* II; 3/day- *spek with plants*; 1/day—*dimension door*. Caster level 7th.

**Spells:** A nymph casts divine spells as a 7th-level druid.

*Typical Druid Spells Prepared* (6/5/4/3/1, save DC 13 + spell level): 0—*cure minor wounds*, *detect magic*, *flare*, *guidance*, *light*, *resistance*; 1st—*calm animal*, *cure light wounds*, *entangle*, *longstrider*, *spek with animals*; 2nd—*barkskin*, *heat metal*, *lesser restoration*, *tree shape*; 3rd—*call lightning*, *cure moderate wounds*, *protection from energy*; 4th—*rusting grasp*.

**Stunning Glance (Su):** As a standard action, a wrathful nymph can stun a creature within 30 feet with a look. The target creature must succeed on a DC 17 Fortitude save or be stunned for 2d4 rounds. The save DC is Charisma-based.

**Unearthly Grace (Su):** A nymph adds her Charisma modifier as a bonus on all her saving throws, and as a deflection bonus to her Armor Class. (The statistics block already reflects these bonuses).

**Wild Empathy (Ex):** This power works like the druid's wild empathy class feature, except that a nymph has a +6 racial bonus on the check.

**Skills:** A nymph has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. She can always choose to take 10 on a Swim check, even if distracted or endangered. She can use the run action while swimming, provided she swims in a straight line.

## WHIP TONGUE TYRANT

	Huge Plant
<b>Hit Dice:</b>	18d8+99 (180 hp)
<b>Initiative:</b>	+1
<b>Speed:</b>	40 ft. (8 squares)
<b>Armor Class:</b>	14 (–2 size, +1 Dex, +5 natural) touch 9, flat-footed 13
<b>Base Attack/Grapple:</b>	+13/+30
<b>Attack:</b>	Barbed Tongue +20 melee (3d6+13)
<b>Full Attack:</b>	Barbed Tongue +20 melee (3d6+13)
<b>Space/Reach:</b>	15 ft./15 ft.
<b>Special Attacks:</b>	Improved grab, swallow whole
<b>Special Qualities:</b>	Plant Traits, Low-light vision, Scent, Vulnerable to Fire: +50% damage, Damage Resistance 10/slashing, Freeze (Ex), Tremorsense 90ft
<b>Saves:</b>	Fort +16, Ref +12, Will +6
<b>Abilities:</b>	Str 28, Dex 12, Con 21, Int --, Wis 10, Cha 1
<b>Skills:</b>	Hide –2, Listen +14, Spot +14, Move Silently +9
<b>Feats:</b>	Alertness, Improved Natural Attack (barbed tongue), Run, Toughness (3), Track
<b>Environment:</b>	Warm plains
<b>Organization:</b>	Solitary or pair
<b>Challenge Rating:</b>	11
<b>Treasure:</b>	None
<b>Alignment:</b>	Always neutral
<b>Advancement:</b>	19–36 HD (Huge); 37–54 HD (Gargantuan)
<b>Level Adjustment:</b>	—

Despite its enormous size and 6-ton weight, a whip is a swift runner. Its head is nearly 6 feet long, and its teeth are from 3 to 6 inches in length. It is slightly more than 30 feet long from nose to tail. The creature is superficially similar to the tyrannosaurus, but it is a plant creature that hunts with its long barbed “tongue”.

### COMBAT

Whips pursue and eat just about anything it sees. Its tactics are simple—charge in and snatch the nearest prey with its tongue.

**Improved Grab (Ex):** To use this ability, a whip must hit an opponent of up to one size smaller with its tongue attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can try to swallow the foe the following round.

**Swallow Whole (Ex):** A whip can try to swallow a grabbed opponent of up to two sizes smaller by making a successful grapple check. The swallowed creature takes 2d8+8 points of bludgeoning damage and 8 points of acid damage per round from the whip's gizzard. A swallowed creature can cut its way out by using a light slashing or piercing weapon to deal 25 points of damage to the gizzard (AC 12). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out. A Huge whip's gizzard can hold 2 Medium, 8 Small, 32 Tiny, or 128 Diminutive or smaller opponents.

**Freeze (Ex):** When not moving, an observer must make a Spot check (DC 30) to spot the whip.

**Skills:** A whip has a +2 racial bonus on Listen and Spot checks and a +8 bonus to Move Silently.

## ROTIFERA



	Gargantuan Elemental (wood)
<b>Hit Dice:</b>	18d8+126 (207 hp)
<b>Initiative:</b>	+2
<b>Speed:</b>	10 ft. (2 squares), fly 80 ft. (average)
<b>Armor Class:</b>	17 (-4 size, +2 Dex, +9 natural), touch 8, flatfooted 15
<b>Base Attack/Grapple:</b>	+13/+37
<b>Attack:</b>	Talon +21 melee (2d6+12)
<b>Full Attack:</b>	2 talons +21 melee (2d6+12) and bite +19 melee (2d8+6)
<b>Space/Reach:</b>	20 ft./15 ft.
<b>Special Attacks:</b>	Launch Wood Spike (120ft, 1d6+12 piercing damage, 18 shots/day)
<b>Special Qualities:</b>	Low-light vision, Dark Vision 60ft, Plant Sense, Immune to poison, sleep, paralysis, stunning, critical hits, polymorphing and mind-influencing effects, Damage Reduction: 10 / magic
<b>Saves:</b>	Fort +18, Ref +13, Will +9
<b>Abilities:</b>	Str 34, Dex 15, Con 24, Int 2, Wis 13, Cha 11
<b>Skills:</b>	Hide -3, Listen +10, Spot +14
<b>Feats:</b>	Alertness, Flyby Attack, Iron Will, Multiattack, Power Attack, Snatch, Wingover
<b>Environment:</b>	Warm mountains
<b>Organization:</b>	Solitary or pair
<b>Challenge Rating:</b>	11
<b>Treasure:</b>	None
<b>Alignment:</b>	Always neutral
<b>Advancement:</b>	19–32 HD (Gargantuan); 33–54 (Colossal)

**Level Adjustment:** —

A rotifera's plumage is dark brown and golden leaves from head to tail. These enormous creatures are 30 feet long from the beak to the base of the tail, with wingspans as wide as 80 feet. A rotifera weighs about 8,000 pounds.

**COMBAT**

A rotifera attacks from the air, swooping earthward to snatch prey in its powerful talons and carry it off for itself and it's young to devour. A solitary rotifera is typically hunting and will attack any Medium or larger creature that appears edible. A mated pair of rotifera attack in concert, fighting to the death to defend their nests or hatchlings. Rotifera enemies will be bombarded by wooden spikes to soften them up for the kill. Most rotifera make their home in the towering tree tops of Venus but some live on the sides of volcanoes.

**Wood Spike (Ex):** A rotifera may launch a wooden spike up to 120' without range penalty as an attack action. Each spike does 1d6 + STR modifier. The creature may launch its total HD in spikes per day.

**Plant Sense (Su):** The rotifera is aware of anything in contact with plants within 60'.

**Skills:** Rocs have a +4 racial bonus on Spot checks.

**ADVENTURE HOOKS**

1. **Jungle Safari in Venus:** A hunting exhibition is launched to gather Venusian creatures for the London Zoo. Several companies are competing for the huge bounty placed for discovering a new species. All captures must be delivered alive. The characters may need the advice of locals for locating and preserving their captures. The stiff competition may result in theft, sabotage, and violence.
2. **Monkey Business:** After a long and difficult journey through the jungles of Venus, The characters have discovered a tree of filled with Venusian pseudo-primates. Unfortunately, these creatures are extremely fragile and will not survive long when removed from their tree. Additionally, this species is highly prized by the local natives. Any effort to remove the primates or uproot the tree will result in a series of Attacks for the entire journey back to the ship.
3. **Explorers of Venus:** Rumors of a "Lost Continent" some where in the vast Mare Gigantum sea abound. Finding this island will require skilled navigation and extreme bravery. It is said that the island is home to voracious beasts and vicious natives that resent any intrusions on their land.

4. **Colony in Crisis:** A distress call is sent by one of the British colonies. They claim that the members of the colony are mysteriously disappearing. Ships sent to fly over the colony report the absence of any people. The characters are sent to discover the source of the problem before it can spread to other colonies. Can the adventures discover the truth without suffering the same fate as the colonists?
5. **Amazons of Venus:** Female pirates have created a base deep in the marshes of Venus. The adventures are sent to dig them out of their hole. Can they find the pirates? Will they discover it is part of a feminist plot against the British Empire? Who else is involved in this gender treason?
6. **Lost City of Venus:** Ancient ruins are found beneath centuries of forest growth. Numerous treasure hunters invade the area. The characters are hired to protect one of these groups and insure their safety. Who built this city? Does the city contain any valuable or powerful artifacts (relics, mummies, treasure)? Will the characters be able to hold keep their findings away from their compatriots? Will venturing into these ruins awake an ancient threat to the solar system?
7. **Marsh Death March:** The ship the player characters are traveling in crash lands deep in the unexplored swamps of Venus. Can they find help for their injured passengers? Will they succumb to the local wildlife and diseases of the swamp? Can they gain the good will of the native Amoeba People to lead them to safety?
8. **Scent of Venus:** A fancy new perfume is created from the flowers of Venus that becomes immensely popular. Unfortunately, the perfume has a hideous side effect (turns the wearer into a monster, acts like a "hypnosis" spell, carries a deadly fungal disease, "Yellow Musk Creeper", etc.). The characters must find the mastermind producing the perfume and journey to Venus to find the antidote to this floral scent.



## EARTH

Earth is the original home of humans before they started to colonize the solar system. Humans are immensely versatile and adaptable. These talents have allowed them to establish a wide spread solar empire. The leading nation of Earth is Britannia. Its mastery of the "Golden Roads" allows for faster than light travel and the ability to maintain an interplanetary empire.

All other nations of Earth depend on British ships to transport cargo and passengers quickly through the solar system. This monopoly is resented by many and great efforts in research and espionage are made acquire Britannia's greatest secret both by humans and aliens.

**Isaac Newton** was the first to discover the principles gravity and the alchemical formula required for orbital flight. He also theorized the existence of the "Golden Roads". The golden roads are an extra dimensional conduit that allows ships to rapidly transverse great distances. While traveling the golden roads little time seems to pass aboard but weeks or months pass for those outside (1:7 ratio). The time dilation effect allows fresh fruit and other perishable cargos to be ship from planet to planet and still stay fresh. Unfortunately, the farther you travel from the sun the greater the stress the golden roads inflict on your aethership. This stress has prevented any current British design from traveling pass Jupiter's orbit. All Earth ships moving past Jupiter are currently limited to sub-light speeds.



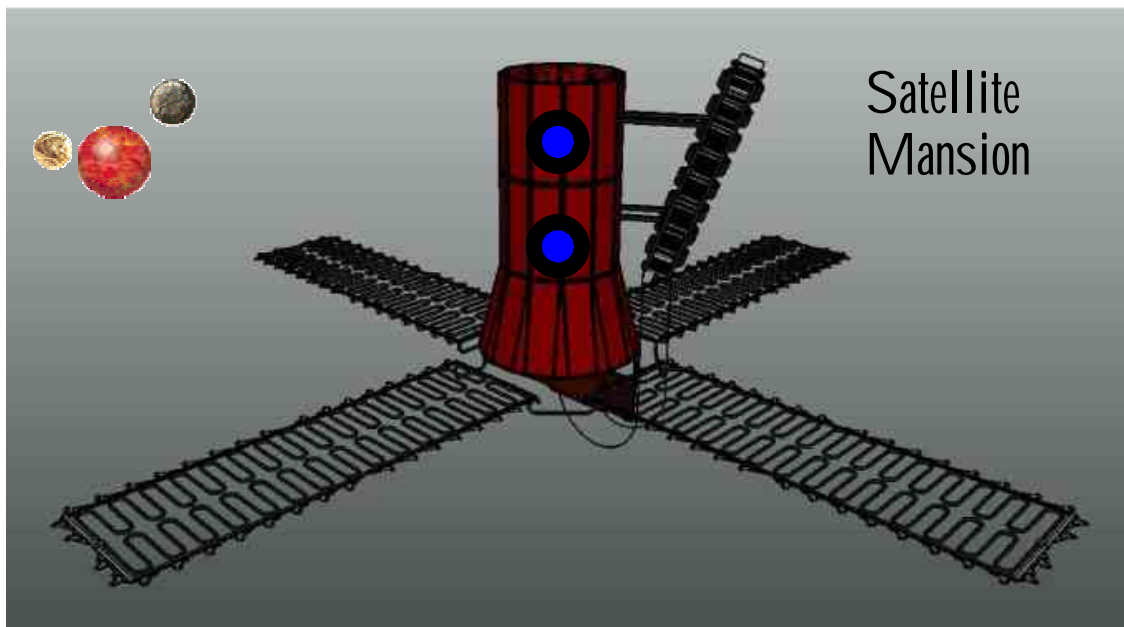
## THE MOON AND BEYOND

The moon was the first stepping stone for Britannia's conquest of space. The first ship

to land on the moon was a **Cavorite Sphere**. "Cavorite" is a mineral blocks the effects of gravity. While all the cavorite shutters are closed on the sphere it flies free of the hold of gravity like a yo-yo with its string cut. By opening specific shutters, the gravity of the targeted solar body will grab hold of the contents of the sphere. Manipulating the gravitational forces on the sphere, the pilot is able to guide the ship to dynamic orbits around massive objects. The main advantage of a Cavorite Sphere is that it will lift any weight the sphere can enclose and requires no fuel. The ancient Martians developed an alchemical mineral called "**radium**" which reverses the force of gravity rather than negates it. With a successful sojourn to the Moon and the reports of vast deposits of gold on the satellite, a race for space was initiated. Britannia started with an early lead and has maintained its ascendancy since.

### WAR OF THE WORLDS

The first interplanetary conquest of the British Empire was the military invasion of Mars. The colonies of Mars have proven to be a vast resource pit for the British Empire due the constant raiding by the nomadic Martians. Since then, the military ambitions of the Britannia have been more modest and they have also encouraged the growth of other European colonies on Mars and other planets. Britannia also dominants trade with Venus and the heavily populated Moons of Jupiter.



### EMPIRES OF EARTH

The great powers of Earth owe their stability to the revelations in the heavens. In the face of the vastness of space and the high cost of aethership construction and maintenance, many nations have either elected or been coerced into forming massive empires. Those with ambition and drive leave to gain their fortunes in the Imperial colonies. Rebels and political exiles are also shipped off the planet to work in penal colonies. The net result of so much effort spent on space colonization is that Earth itself has become somewhat of a political backwater. While much of the food and goods used in interplanetary trade come from terrestrial planets, the romance and affluence of space travel makes it the center of change and growth. Many wealthy citizens make their homes not on the surface of a planet, but in orbiting **satellite mansions**.

### BRITANNIA (BRITISH EMPIRE)

The foremost power on Earth is the British Empire. It is a limited Monarchy; it has a Monarchy, a House of Lords, and an elected Parliament. In addition to their monopoly on faster-than-light travel, colonies on Mars, Venus, and the Moon, and massive aethership navy; the British Empire has many Earthly resources. The British Empire includes the majority of North America, the British Isles, New Zealand, Tasmania, Punjaub, and Australia. It also has protectorates useful to naval shipping such as Belize, Hong Kong, the Gold Coast, the Ivory Coast, Guavana, Madagascar, Ceylon, Sierra Leone, and Natal. The sheer size of the Britannia means that it is slow to react to threats and has become complacent about its dominance.

### PRUSSIA (GERMANIC EMPIRE)

Prussia is the second most powerful empire on Earth. This empire is highly skilled in manufacturing and mechanization. Prussia is an oligarchy including the lords of Germany, the rulers of Austria-Hungary, the princes of the Balkans, and the Tsars of Russia. Prussia is famous for its guns and cannons which it sells to Earthly empires as well as alien powers. Prussia is making great strides in the creation of mass production factories on Earth and within the Asteroid Belt. The interplanetary colonies of Prussia emulate those of Britannia but are smaller in scale and wealth. Prussia has citizens on Venus, Mars, the Jovian Moons, the Asteroid Belt, but also is the first nation to attempt to establish a colony on Mercury.



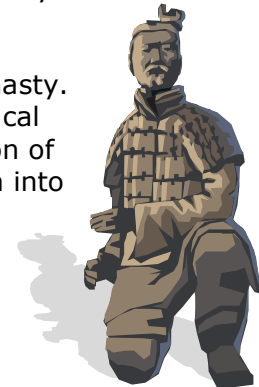
### MANCHURIA (MONGOLIAN EMPIRE)

Manchuria is composed of the many conquests of the Manchu Dynasty. This includes China, India, and Mongolia. While lacking the technical expertise of Prussia and Britannia, they have the largest population of all the great powers. Manchuria has sent more of their population into space than any other empire as craftsmen, laborers, and miners.



### OTTOMAN DOMINION

The Ottoman Dominion has extensive wealth in form of oil fields and diamond mines. Instead of creating building their own Aetherships, they rely on mercenaries and privateers. Their tactics have often offended Britannia, but the British Empire has only responded with economic sanctions and official protests so far. The current Sultan of the Dominion has military ambitions to seize control of the Moon from the British Empire. The Ottoman Dominion incorporates Turkey, Greece, ancient Persia, and Saudi Arabia.



### MANTECA (NEW WORLD EMPIRE)

Unlike the other world powers, the priests of Manteca have long maintained contact with alien civilizations. The history of their nation states that they were contacted by wise and powerful alien visitors that provided them with insights into agriculture, mathematics, architecture, and psychic energy channeling. Instead of depending on the aetherships of Britannia, Manteca has





its own form of space travel base on psychic mastery. Manteca also possesses many types of psychic crystal-tech devices. Utilizing carved crystal foci, trained psychics can astral project themselves to any location in the solar system. The major defect of this method of travel is that the psychic can only take personal possessions that are made of psychically attuned crystal. Manteca includes most of the Pacific Coast of North America as well as the majority of South America.

#### CRYSTAL TOUCHSTONE

These powerful crystalline artifacts allow a psychic to travel to other planets or moons within the solar system. The psychic leaves her original body behind in a hypnotic trance. At her destination an ectoplasm clone of his own body is formed in which the character invest her soul. If the character dies, only the original body left on Earth can be raised. If the character's original body is destroyed, the traveler can not return to Earth. Successfully traveling with a crystal touchstone requires a successful "Autohypnosis" skill check based on the following chart. Failing this role inflicts 1d6hp of damage for each point of skill check failure.



#### DESTINATION. . . . Autohypnosis DC

Mercury . . . . .	30
Venus . . . . .	25
Earth . . . . .	NA
Moon . . . . .	20
Mars . . . . .	25
Ceres & Asteroid Belt . . .	30
Jupiter & Jovian Moons .	40
Saturn . . . . .	45
Uranus . . . . .	50
Neptune . . . . .	60
Pluto & Charon . . . . .	70
Eris . . . . .	80



#### MIND OVER MATTER

Manteca scorns the "scientific discoveries" of Europe. They rely on the power of a disciplined mind to overwhelm their enemies and overcome obstacles. As psychic warrior, a Manteca is fully armed even when completely naked. As a telepath, a Manteca can coordinate the activities of all its subjects across interplanetary distances. Nobility in the Manteca Empire is conferred on those with psychic abilities; all others are considered second class citizens. Fortunately nobles maintain strong ties to their families even after they are elevated and most Nobles feel and obligation to care for the rest of their people. The three aristocrats pictured below are attired in typical garments for the Manteca Empire for their class.





### NUMIBIA (AFRICAN EMPIRE)

Africa has been invaded numerous times by various countries through out history, but recently the continent has rediscovered the power of their ancient Egyptian past. The stone relics of the ancient Egyptians are infused with mystic energy. The pyramids channel and store divine energy and can be used to open portals to different worlds. The new empire of Numibia is a theocracy. The ancient gods of Egypt have regained their importance in daily life and lent their power to the priesthood of this nation. The ancient Egyptian religion has spread and now pervades through out Africa. Most Europeans were violently ejected from the continent during

the rise of the theocracy, but Numibia is slowly restoring peaceful relations with Europe. Still Numibia tends to be isolationist and secretive. Poverty is universal for the vast majority of the population, but the wealthiest live like Gods on Earth.

The stone pyramids can be used. These mystic portals are one way pyramid is built at the destination. specific stellar conjunctions that the planets are in alignment for a solar year (all fall within one or

Additionally, many of the bronze objects grant them. objects can be recreated by Scrolls printed on papyrus paper hieroglyphics to cast magical



to open portals to different worlds. trips unless a corresponding stone. Unfortunately, the portals rely on only happen sporadically. Generally 5d6 minute portal 1d6 times per two adjacent months).

hieroglyphics inscribed on stone and powerful spell-like abilities. These Egyptian occultists and acolytes. allow those able to read these arcane spells written upon them.

### CARIBBEAN LEAGUE

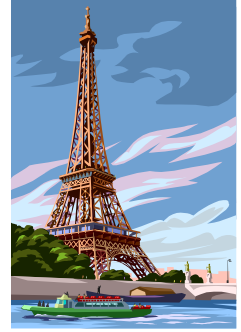
The Caribbean League is a nation created by a slave revolt. The slave plantation workers and Yankee pirate crews joined forces to create their own nation in 1908. The Caribbean League is by far the poorest of all nations but not the weakest. They main claim to fame is how many of their citizens crew the Aethershops sailing on the solar trade winds. The Caribbean League is also an infamous port for pirates, smugglers, and freebooters. Occultists and Spiritualists also ply their trades among the isles of the Caribbean and possess intimate understanding of the spirit world and the undead. The Caribbean League includes all the Caribbean islands, the Gulf Coast Rim, and the most of Brazil.



## MINOR POWERS

### FRANCO REPUBLIC

The Franco Republic has never forgiven Britannia its losses in war and territory to that nation. France believes that Britannia has stolen its rightful place in the forefront of economics and science, and resents the fact that Britannia clings to aristocracy. The "Cosmique Legionnaires" is an attempt to regain military might by recruiting foreigners and criminals.



### PAPAL STATES

The fall of the Holy Roman Empire left a huge social vacuum in Europe. The Papal States are all that remains of that once great empire. Spain, Italy, and Portugal are all members of the Papal States and are linked belief in their moral superiority to the rest of the world but divided by internal jealousies and religious factionalism.

### SONS OF ODIN

The Sons of Odin a group of modern day Vikings that are attempting to revive the ago old tradition of pillage and plundering of their forbearers. The Sons of Odin have their own aetherships but lack access to the Golden Roads. Instead the Sons of Odin cryogenically freeze the majority of the crew for long journeys across the solar system. When they reach their target, they thaw out the raiding party. Any captives they take are also frozen to reduce the ships requirements of food and oxygen when returning from raids. The Sons of Odin make their homes in the mountainous fjords of Sweden, Norway, Denmark, as well as the Asteroid Belt.



### NIPAN (ORIENTAL EMPIRE)

Japan and Siam have joined in an alliance to acquire advanced technology for their nations. Both nations are desperately attempting to improve their status in the world by gathering powerful alien artifacts and extra terrestrial resources. The culture of Nipan emphasizes loyalty to family and government, and perfection in conduct and performance. Their citizenry is extremely devoted and patriotic. Nipan is often in conflict with Manchuria since both wish to grow at the expense of the other. Nipan actively cultivates industrial power and trade.

### YANKEE REBELS

Long ago New England lost its independence when it was ill fated rebellion during the Since then the Yankee Rebel slowly simmering on the Atlantic have rebels immigrated to the safety from persecution of most retain hopes of independence for New often up to skullduggery,



bid for  
crushed in its  
**War of 1812.**

movement has been  
Coast of North America. Many  
greater freedom and  
the Caribbean League, but  
eventually gaining  
England. Yankees are  
piracy, and sabotage

against the interests of Britannia and delight in causing grief for the British Crown.



## TECHNOLOGY OF EARTH

### BLAST GEL ARMAMENTS

Most firearms have been converted to the use of Blast Gel rather than black powder. Blast Gel is a milky white gel made by forcibly compressing Aether into a solid. Aether will stay in a solid form until exposed to an electrical shock. Additionally, blast gel will function in airless environments and will not ignite combustible gases. Blast gel can be created anywhere with the proper tools unlike gun powder that requires specific chemicals and minerals that may not be readily available during space voyages. A small voltaic cell is concealed in the firearm to activate the blast gel cartridges. The fundamental form of a Blast Gel firearm is a breach loader. Of course, most guns have additional modifications. Some of the most modern designs possess drum magazines that allow the bearer to spray multiple shots before the gun needs



to be reloaded. A discharged pistol can be wielded as a club. An empty musket or rifle can be used as a quarterstaff. A rifle equipped with a bayonet can be used as a "longspear" which provides a 5ft reach on piercing melee attacks. A weapon that is one size category smaller than the user is "Light".

### STANDARD BLAST GEL FIREARMS

HUMAN WEAPON	COST (DC)	SIZE	W.	ROF	MAG.	DAMAGE (CRITICAL)	RANGE INC
Holdout (.22) (-2 Spot)	90gp (10)	Small	3lb.	Single	1 int.	1d8 (x3)	20ft
Horse Pistol (.36)	120gp (11)	Small	4lbs.	Single	1 int.	1d10 (x3)	50ft
Dueling Pistol (.41)	180gp (12)	Medium	5lbs.	Single	1 int.	1d12 (x3)	60ft
Howdah (.44)	220gp (13)	Medium	6lbs.	Single	1 int.	2d8 (x3)	60ft
Carbine (.46)	400gp (14)	Large	10lbs.	Single	1 int.	2d8 (x3)	75ft
Long Arm (.50)	500gp (15)	Large	12lbs.	Single	1 int.	2d10 (x3)	80ft
Trench Gun (Pellet Shot: 15ft wide)	750gp (16)	Large	12lbs.	Single	1 int.	1d10 (x3)	30ft (-1 dam per RI)
Anti-Tank Rifle (.80)	100pp (17)	Huge	15lbs.	Single	1 int.	3d10 (x3)	80ft

### BLAST GEL FIREARM MODIFICATIONS

**RIFLED:** Most blast gel firearms are breach loaders rifled for greater accuracy (No Cost). A breach loader requires a standard action to fire or reload with a single shot. Gun cartridges cost 20gp (4 DC) or more for 10 shots.

**SMOOTHBORE:** Smoothbore weapons have greater range but less accuracy. Smoothbore weapons have RI of 15 rather than the normal 10, but each range increment inflicts a -3 to hit penalty rather than -2 (No Cost).

**ROTARY BARREL:** This muzzle loader has more than one barrel and allows the attacker to fire once per barrel per round. No more than 4 barrels maximum. Increase the base cost by 50% (+1 to Purchase DC) per barrel added.

**STAR:** This revolver style weapon has a 5 shot cylinder rather than 1 int. shot. Double base cost (or +3 to Purchase DC). Reloading this weapon completely is a full round action.

**DRUM:** This modification increases the payload to 30 shots from 1 int but increase the size of the weapon by one size category. Increase base cost of the weapon by four times (or +6 to Purchase DC). Reloading this weapon with another drum is a full round action.

**SPRAY GUN:** The weapon can fire like an automatic machine-gun (ROF: A). Increase the size of the firearm by one size category. Increase the base cost of the weapon eight times (or +8 to Purchase DC). Alternatively this



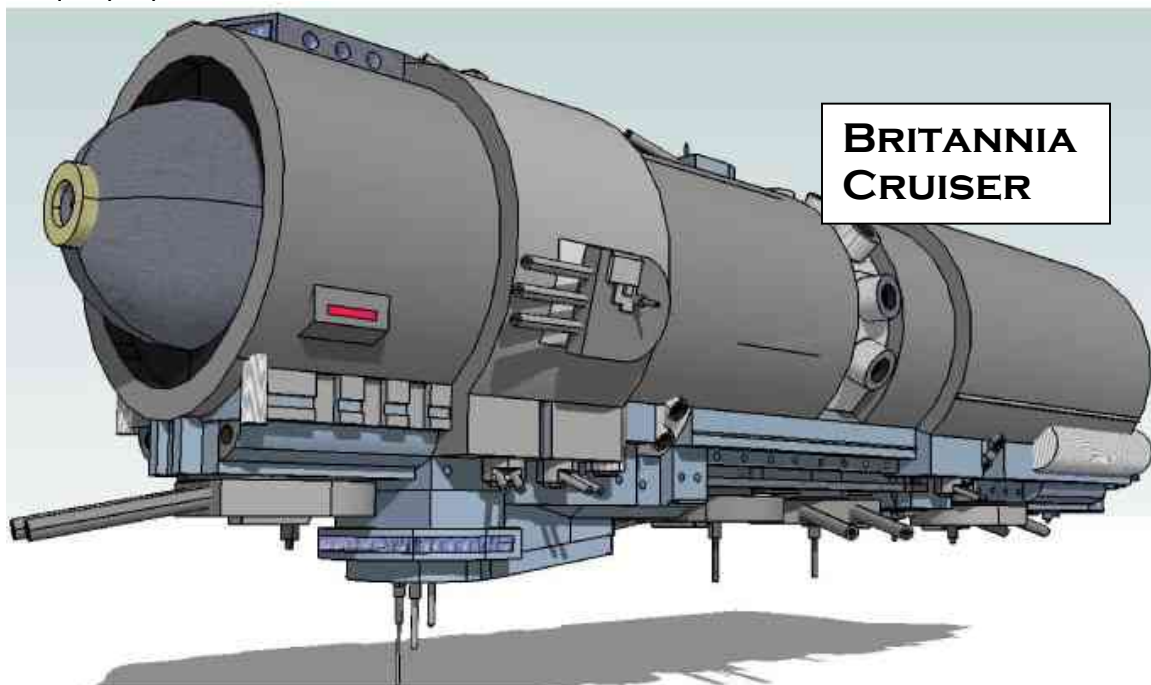
modification allows the weapon to spray a 10ft space with 10 bullets. If the attacker succeeds on an attack roll against AC 10, everyone in that space must make a DC 15 Reflex save or be hit by 1d4 bullets

**WOODEN SHELLS:** The ammo fired from this weapon inflicts non-lethal damage. No Cost

ALCHEMICAL GEL LOADS	EFFECTS ON BULLET OR CANNON SHOT	WT. (LBS)	CRAFT DC	COST INCREASE PER 10 SHOTS
<i>PHOSPHORESCENT</i>	Leaves a glowing trail behind the bullet. +1 attack bonus in the dark	1/16 each	20	x2 gp or +1 DC
<i>RUBY</i>	Converts damage to fire.	1/16	30	x2 gp or +1 DC
<i>EMERALD</i>	Converts damage to acid.	1/16	30	x2 gp or +1 DC
<i>SAPPHIRE</i>	Converts damage to electricity.	1/16	30	x2 gp or +1 DC
<i>CRYSTAL CLEAR</i>	Converts to cold damage.	1/16	30	x2 gp or +1 DC
<i>CHROME</i>	Ghost Touch effect on each shot	1/16	30	x3 gp or +2 DC
<i>OBSIDIAN</i>	Inflicts negative energy damage and may inflict -1 STR (Fort DC: 15)	1/16	40	x4 gp or +3 DC
<i>GOLDEN</i>	Inflicts "light" based damage on any target. Creatures with Light Sensitivity or Light Blindness are affected for 1 round as if the shot was a blast of daylight.	1/16	60	X4 gp or +3 DC

#### BLAST GEL ALCHEMICAL LOADS

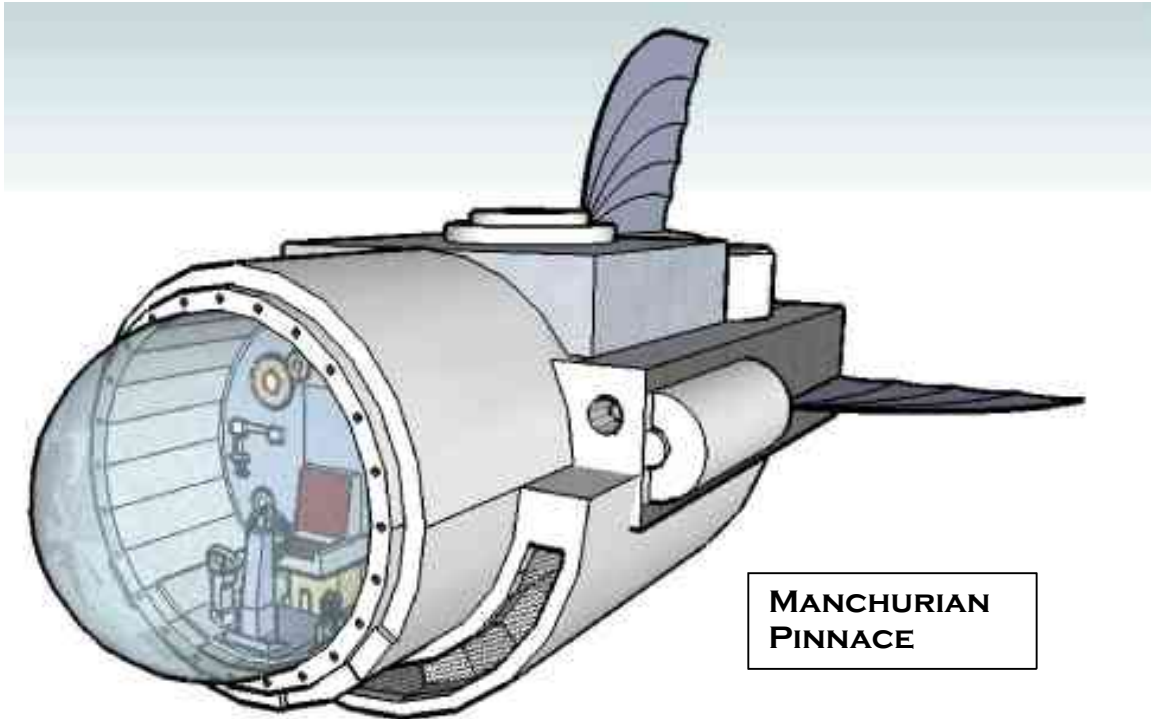
Blast gel is normally milky white, but it can be alchemically treated to create unique effects. Each effect changes the blast gel a different color and gains the substance unique properties.



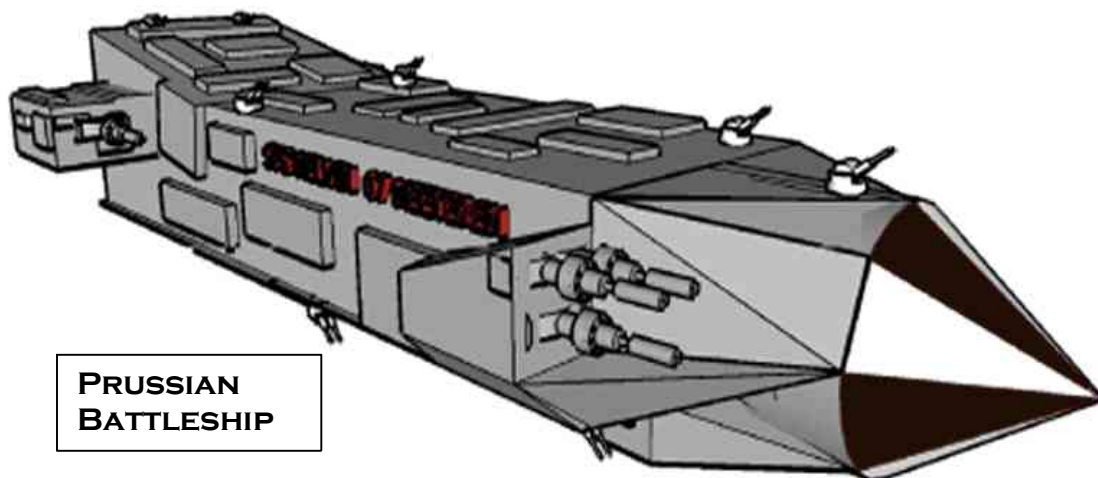
#### NAVAL AETHERSHIPS

Britannia has many types of aethership. Packet ships are built for maneuverability and to rapidly deliver orders and mail across the solar system. Most military ships





are equipped with small shuttles (pinnances) since most military vessels are too large to safely land on planetary surfaces. Orbital docks load and unload all the cargo to be brought to the surface. Destroyers are handy armed and armored vessels used to protect freighters and run down smugglers and pirates. Battle Cruisers are used in space battles and for attacking orbital fortifications. The British Navy only has a single ship of the Dreadnaught class that functions as the flagship. Most Earth nations maintain a small space navy armed with blast gel cannons. Rockets can be created but lack the guidance system required to make rockets effective weapons. Bombs are rarely dropped from orbit due to the difficulty of accurately directing them through the atmosphere. Since only British ships have access to the Golden Roads, the ships of other navies usually remain in orbit around the colonies they are assigned to protect. The Alchemical Crucible powers military vessels. The crucible can split water to create oxygen for respiration and hydrogen for thruster fuel.



### SOLAR CLIPPERS

Most nations use solar clipper ships for short range shipping. Solar clippers are equipped with solar sails that catch the solar wind to propel and electrify the ship. Using a solar clipper instead of the Golden Roads adds months of travel time to interplanetary travel. Nations that depend on solar clippers are at a vast disadvantage in trade and communication speed in comparison to Britannia. Clippers are constructed of either wood (terrestrial or asteroid bonsai wood) or iron. Most prefer wheeled carriage cannons that are fired from firing ports mounted in the broadsides of the ship. Most solar clipper ships work equally well as sea vessels. Solar clippers are armed with a wide variety of weapons including ram prows, wrecking balls, arbalests, harpoon cannons, and buzz saw launchers.

AETHERSHIP WEAPONS							
3 MAN CREW WEAPONS	COST (DC)	SIZE	W.	ROF	MAG.	DAMAGE (CRITICAL)	RANGE INC
CANNON, LIGHT (BALL: 6LBS)	1000gp (18)	Huge	500lbs	Single (once per round)	One (Breach)	4d6 (20ft Line) Reflex Save to Halve DC 12	200ft
CANNON, MEDIUM (12LBS)	2000gp (20)	Colossal	2,000 lbs.	Single	One (Breach)	6d6 (40ft Line) Reflex Save to Halve DC 15	300ft
CANNON, HEAVY (24LBS)	4000gp (22)	Colossal	4,000 lbs	Single	One (Breach)	8d6 (80ft Line) Reflex Save to Halve DC 18	400ft
RAZOR DISC LAUNCHER	1000gp (18)	Huge	200lbs	Semi-Auto (Spray)	30 shot drum	1d12 (19-20, x2) slashing	200ft
WRECKING BALL	250gp (13)	Huge	2000 lbs	Once per battle	1	4d12 (x4) bludgeoning	100ft
GAS CROSSBOW BATTERY	800gp (17)	Huge	200lbs	Semi-auto	5	1d12 (19-20,x2) per bolt	150ft
HARPOON CANNON	500gp (15)	Large	200lbs	Single	One (Muzzle)	2d10 (x2) piercing	150ft

**CANNONS:** Blast Gel Cannons fire solid iron cannonballs. These weapons will damage any creature standing along a line extending straight beyond the target square unless the victim succeeds at a Reflex Check or the ball is stopped by a object of greater "hardness" than the damage inflicted by the ball. The Profession (Siege Weapons) check suffers a -5 penalty for every RI the cannonball travels and is mandatory whenever a cannon is fired. A successful skill check is required for the ball to strike the targeted square. A failed skill check means that the shot derivates 1d6ft plus 5ft per RI from the intended target square in a randomly determined direction. Holes pierced through an aethership leak breathable atmosphere into the aether at a rate of 1 hour of breathable air per minute (10 rounds). In microgravity, a cannonball has a flat trajectory. A 3 man crew can fire cannon once per round. A two man crew requires two full rounds to fire a cannon. A single man requires three full rounds to fire a cannon.

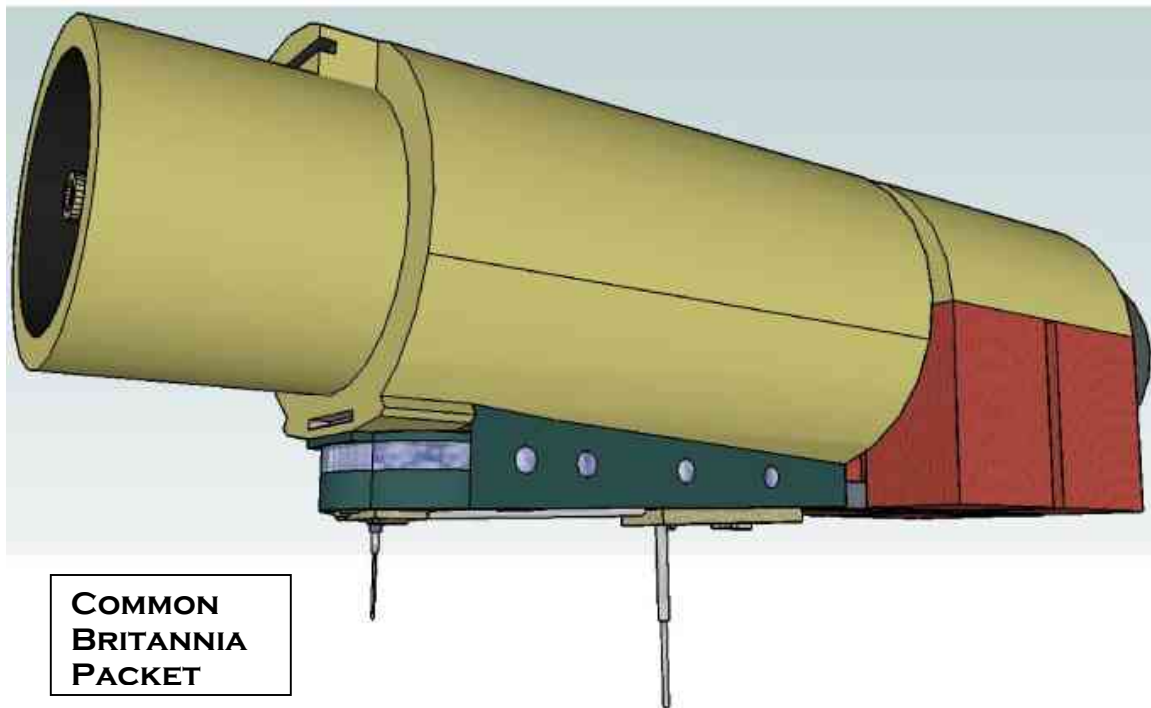
**RAZOR DISC LAUNCHER:** A razor disc launcher rapidly fires sharpened metal discs with compressed gas. It require 1 full round for two loaders to replace a drum, but a single gunner repeatedly fire each round. "Spray" allows the weapon to spray a 10ft space with 10 bullets. If the attacker succeeds on an attack roll against AC 10, everyone in that space must make a DC 15 Reflex save or be hit by 1d4 discs.

**WRECKING BALL:** A round chunk of metallic asteroid is attached outside of the ship. It is bound and balanced against the hull until the ship charges directly at its target and suddenly veers away. At a precise moment during the turn, the wrecking ball is released from its clamps to continue racing forward. If the ball is improperly released it damages the ship instead of the target. On any attack roll of 1, 2, or 3, the release was poorly timed and the ship suffers half damage from the ball and the pilot must make a control check to maintain control of his ship.

**GAS CROSSBOW BATTERY:** Fire up to five crossbow bolts at once with compressed gas. It takes a pair of loaders 1 full round to completely reload and reset the crossbow battery. A single person can fire multiple times per round with the Gas Crossbow Battery.

**HARPOON CANNON:** The harpoon sinks deeply into the superstructure or flesh of the target on a successful critical hit and can not be torn loose without inflicting an additional 4d10 points of damage. A line is usually attached to the harpoon for harvesting Jovian Air Whales. A harpoon Cannon can fire as often as a Light Cannon with a three man crew.

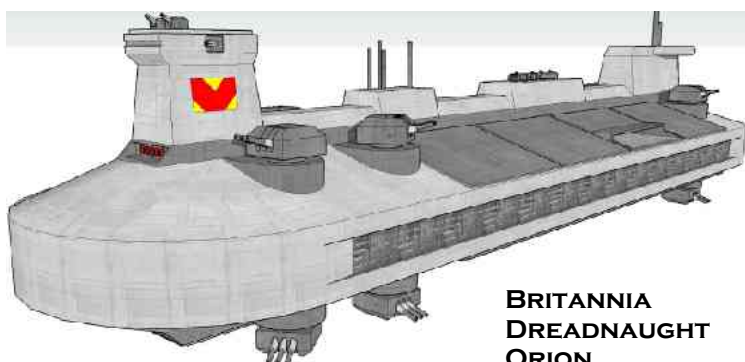
**GUN PORT:** A gun port can mount any personal firearm. A firearm that is more than



two size categories larger than the user is permanently mounted in the Gun Port. A primitive gun port is basically a sealable hole in the hull that is opened allow a shooter to fire his firearm. A modernized gun port is an armored turret that is sealed by airlock. The shoot must have his own oxygen supply or posses a feed hose while crewing the turret. Cost: 100gp (10 DC) for a gun slit, 500gp (12 DC) for a sealed gun turret and armor plating costs extra.

## COMMUNICATION

Few methods of long distance communication exist. Britannia depends on its high speed Packet ships to deliver fleet orders and to stay in communication with its far flung colonies. Short messages can also be delivered by heliograph through space by reflecting the sun's light off shuttered mirrors. Heliographs are commonly used to transmit orders rapidly between aetherships. Manteca uses powerful telepaths that can communicate not only messages to each other, but their sensory memories. Unfortunately, only psychically trained genetic twins possess a strong enough connection to speak telepathically across the solar system. Numibia uses the hagogoscope to communicate with distant temples scattered across the solar system.



**BRITANNIA  
DREADNAUGHT  
ORION**

The divine powers of the Egyptian deities they worship allow communication between the priests of Numibia. Signal flares, semaphore, smoke signals, and bugle calls are also proven methods of communication used by most solar armies.

### **FRONTIERS OF SCIENCE**

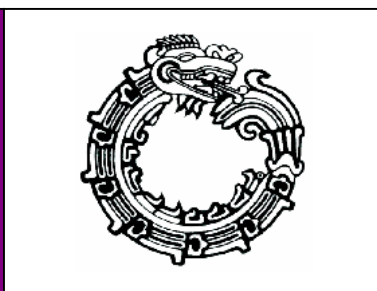
Mankind is always increasing his understand of the principles of the universe. Scientists are always creating new devices that define the traditionally held beliefs of nature and physics. The Scientist Advance Class is one way to create these new fantastical devices. Basically these white coats can replicate any spell with an extraordinary device only they can properly operate.

### **ADVENTURE HOOKS**

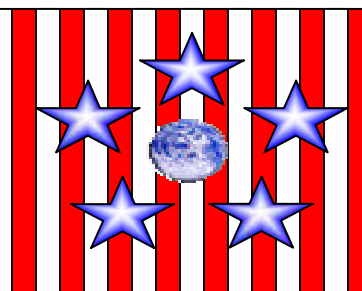
1. **Defenders of Decency:** The characters must defend the planet, empire, or ship from space invasion, female suffragettes, meteorite storm, or pro-labor radicals. How well they deal with this crisis may lead to social advancement.
2. **Onward Britannia:** The characters are charged with defending a cartography party that wishes to map an unexplored continent, moon, asteroid, or gas giant. Returning with a complete map will garner rewards.
3. **Golden Mountain:** Manchurian laborers are busy building a massive vertical railway linking a geosynchronous orbital habitat with the surface of the Earth. Unfortunately the project is plagued by sabotage and accidents. The characters are hired to either finish the project or investigate the situation



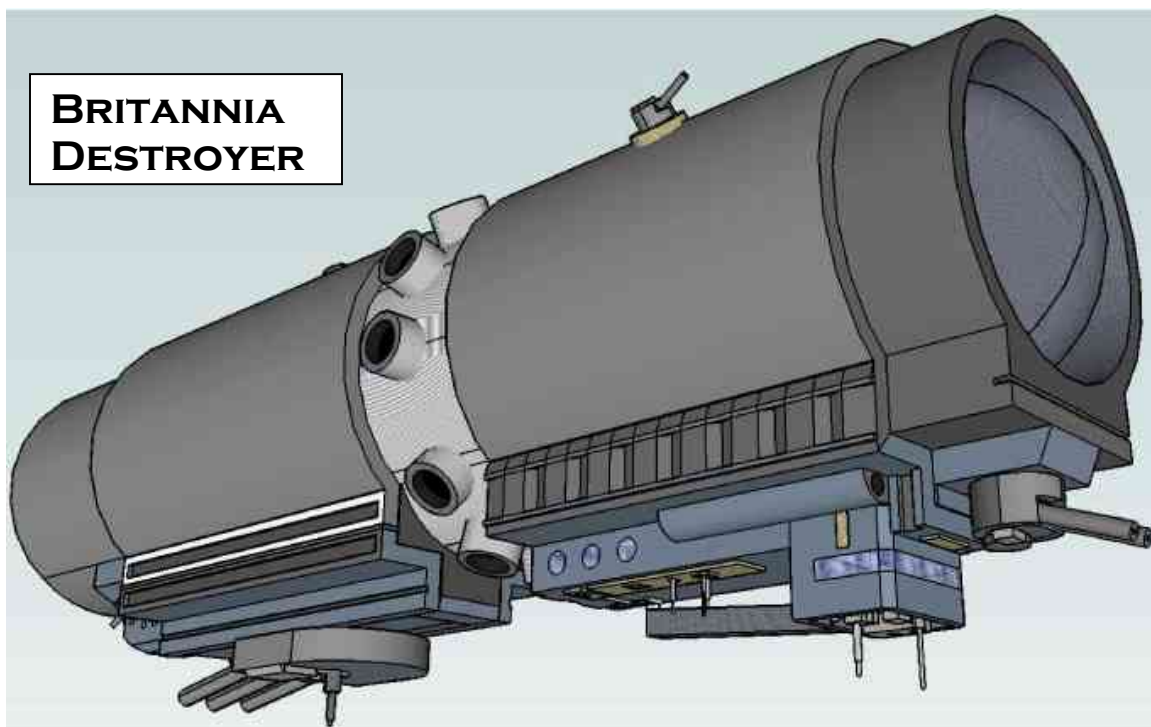
**NIPAN FLAG**



**MANTECA FLAG**



**YANKEE REBELS**







## THE MOON

The Moon always shows the same face to the Earth, but is full of hidden secrets and mystery. This natural satellite is in close orbit with Earth and has 0.21 BSG and has a thin but breathable atmosphere. The moon's surface is heavily pocked with craters and nothing grows on the moon other than space fungi, slimes, and oozes. Britannia has established a massive lunar harbor on the Moon (Artemis Harbor).

This harbor is the preferred destination for aetherships trading with Earth since the merchants can land and launch from the lunar surface far more cheaply than rocketing free of the Earth's gravity well. This harbor and many smaller ports are grudgingly shared with all of the nations of the Earth that own aetherships. Additionally the Moon is home to a maximum security prison (Hecate Prison) and several hydroponics farm complexes. The moon has a wealth of minerals and crystals beneath its surface but these natural resources are the property of the Selenites who will not tolerate theft.

### WHAT LIES BENEATH

A race of insect-like humanoids resides beneath the surface of the Moon. They were named the Selenites upon their discovery since humans are unable to pronounce their language. The underworld of the Selenites is lush compared to the barrenness of the surface of the Moon. The entire interior of the Moon is honeycombed with cities carved by the Selenites. Massive caves are devoted to farms, gardens, and forests. Fresh water exists as rivers, lakes, and seas underground. Gold, iron, tin, and copper abound as well as massive gemstones. Deep within the core of the moon is a massive black sea populated by tentacled monsters and ancient horrors. Trade with the interior of the Moon exists, but the Selenites charge dearly for their native treasures. Rogue mining operations beneath the Moon's surface is violently opposed by the Selenites. The single battle between Britannia and the Selenites was extremely costly engagement in human lives and Britannia is officially content with the current treaty confining human activities to the surface of the Moon. Selenites as a whole are an extremely insular people and possess no space craft of their own. The few Selenites that venture out into the aethersphere of the solar system are a tiny minority and are always part of the "Generalist" population.

### SELENITES

Selenites are insect like in appearance since they have small antennae, compound eyes, and mandibles rather than jaws. Unlike insects, they only have four limbs (two arms and two legs) and have a cartilage skeleton. Selenites tend to vary widely in appearance since each Selenite is trained and surgically modified to a specific task. Attributes not required for the task tend to wither away. Most Selenites are sterile given that reproduction is performed by specialists. For example, Selenites used as labor have very poor mental attributes but are extremely physically developed. A Selenite Painter possesses one extremely dexterous arm and a pair of enlarged and protruding eyes. The other arm of the painter and its legs are ridiculously emaciated since they are of little use in painting. The painter is obsessed with art, has no interest in other activities, and is fiercely jealous of rival painters. The ruler of the Moon, the Overmind, is mostly brain. Since the brain of a Selenite is incased in cartilage it can be stimulated to grow and expand. The shrunken body of the

Overmind can not move or even feed itself. The Overmind is devoted to planning and maintaining order within the lunar hive.

Selenites are often described as the perfect Socialists. Every member from birth is designated for a specific task and is trained and surgically modified to perform it well. The vast majority of Selenites are specialists. This means that they can only perform a specific skill set and are unable and uninterested in doing anything else. A minority of Selenites are generalists. Generalists can work at a variety of tasks but are not as skilled as specialists. The function of generalists is to support the activities of specialists and provide a general labor pool which the Overmind can assign to rapidly accomplish a specific task. Specialists have little interest in anything other than their occupation. They tend to be oblivious to the activities of others and have no interest in anything that happens outside the lunar hive. If a specialist has no task to perform it is cryogenically frozen until it is needed. Generalists are the only Selenites concerned with wider events.

#### RACIAL APPEARANCE:

The vast variety of specialized forms defies easy description. Any insect-like creature can be used to create one of the specialized facets of the Selenite race. A Selenite that has not been surgically or hormonally modified into a specialist most closely resembles the "Dromite" from the Expanded Psionic Handbook. The key features of any Selenite are antennae, compound eyes, mandibles, and chitin exoskeletons.



#### PC OPTION:

Selenite adventurers are limited to Generalist populations since Specialist do not have the ability or inclination to leave the lunar hive. Even within the Generalist ranks Selenites have enough variations to seem as if they are different races. The Generalist population has a wider appreciation for events occurring outside the hide, for the activities of others, and has a wider range of skills.

**DROMITE:** This is the standard surgically and hormonally unmodified Selenite.

- Racial Attributes: +2 Charisma, -2 Strength, -2 Wisdom
- Monstrous Humanoid: Dromites are not subject to spells or effects that affect humanoids only, such as charm person or dominate person.
- Small: As a Small creature, a dromite gains a +1 size bonus to Armor Class, a +1 size bonus on attack rolls, and a +4 size bonus on Hide checks, but it uses smaller weapons than humans use, and its lifting and carrying limits are three-quarters of those of a Medium character.
- Dromite base land speed is 20 feet.
- Chitin: A dromite's skin is hardened, almost like an exoskeleton, and grants the character a +3 natural armor bonus to AC and one of the following kinds of resistance to energy: cold 5, electricity 5, fire 5, or sonic 5. The player chooses what type of energy resistance is gained when the character is created. (This choice also dictates which caste the dromite belongs to.) This natural energy resistance stacks with any future energy resistance gained through other effects.
- Naturally Psionic: Dromites gain 1 bonus power point at 1st level. This benefit does not grant them the ability to manifest powers unless they gain that ability through another source, such as levels in a psionic class.
- Psi-Like Ability: 1/day—energy ray. A dromite always deals the kind of energy damage that its chitin has resistance to (for example, a dromite who has resistance to cold 5 deals cold damage with its energy ray). Manifest level is equal to 1/2 Hit Dice (minimum 1st). The save DC is Charisma-based.
- Scent: Its antennae give a dromite the scent ability. A dromite can detect opponents by scent within 30 feet. If the opponent is upwind, the range increases to 60 feet; if downwind, it drops to 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents, such as skunk musk or troglodyte stench, can be detected at triple normal range. When a dromite detects a scent, the exact location of the source is not revealed—only its presence somewhere within range. The dromite can take a move action to note the direction of the scent. Whenever the dromite comes within 5 feet of the source, the dromite pinpoints the source's location.
- Blind-Fight: Its antennae also give a dromite Blind-Fight as a bonus feat.
- Compound Eyes: This feature of its anatomy gives a dromite a +2 racial bonus on Spot checks.
- Automatic Languages: Common. Bonus Languages: Dwarven, Gnome, Goblin, Terran.
- Favored Class: Wilder.
- Level Adjustment: +1.

**BELMITE:** This Selenite is the guardian and investigator of the lunar hive. It has heavier chitin armor and heightened awareness of its environment. The stats given below replace those of the basic dromite. All other abilities and level adjustments are shared by both.

1. New Size: Medium
2. New Racial Attributes: +2 CON, -2 INT, -2 CHA
3. New Chitin Armor(Ex): A bellomite's skin is hardened, almost like an exoskeleton, and grants the character a +5 natural armor bonus to AC and one of the following kinds of resistance to energy: cold 10, electricity 10, fire 10, or sonic 10. The player chooses what type of energy resistance is gained when the character is created. This natural energy resistance stacks with any

future energy resistance gained through other effects. Additionally the chitin is covered with spines that are treated like "armor spikes". Wearing a suit of armor over these spines is impossible.

4. No Psi-like power
5. No "Natural Psychic" ability
6. New Favored D&D Class: Soulnife

**COGMITE:** This Selenite is skill in construction and mining. It also has a knack for appraising, operating, and repairing alien machines.

1. New Racial Attributes: +2 INT, -2 DEX, -2 CHA
2. Replace "Natural Psychic" with Mechanical Genius (Ex): +2 to appraise, repair, pilot, or craft any mechanical device
3. Replace "energy ray" with Psi-Like Ability: 1/day – *dissipating touch* (CHA)
4. Favored D&D Class: Psion (shaper)

**CORMITE:** This Selenite is skilled in traveling outside the hive and dealing with different cultures. This Selenite is a gifted linguist and entrepreneur.

1. New Racial Attributes: -2 STR, -2 CON, +2 CHA
2. Replace "Natural Psychic" with Gift for Language (Psi): Can learn to speak any language within 1d4 hours by conversing with a native speaker for the entire time period. Can learn the written language at the same rate after it learns how to speak it.
3. Replace "energy ray" with Psi-Like ability: 1/day – *astral traveler* (CHA based)
4. New Favored D&D Class: Psion (telepath)

**SOLMITE:** This Selenite is trained to be able to survive on its own. Its survival instinct is enhanced and its skill in finding food, water, and shelter is unmatched.

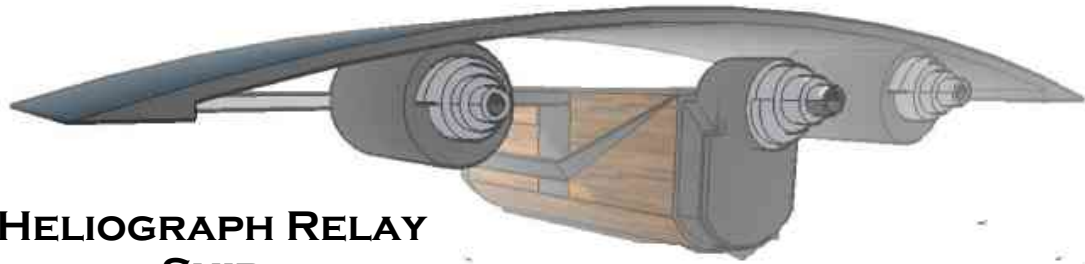
1. New Size: Medium
2. Racial Attributes: +2 DEX, -2 CHA, -2 WIS
3. New Speed: 30ft
4. Replace "Natural Psychic" with Born Survivor (Ex): +1 luck bonus on all saving throws.
5. Replace "energy ray" with Psi-Like Ability: 1/day – *bolt* (CHA based power)
6. New Favored D&D Class: Psychic Warrior

## MONSTERS ON THE MOON

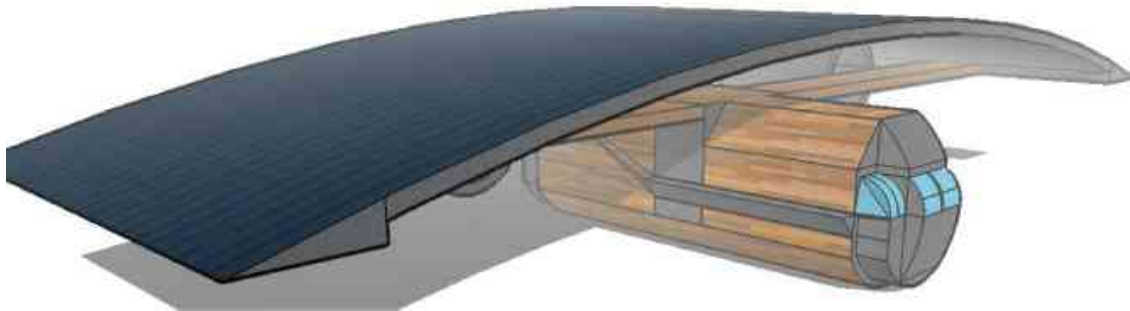
The Moon is host to many monsters. Space born predators that often hunt the vast aethersphere will often descent to the lunar surface for a quick bite. In addition, many oozes, slimes, and fungal beasts lurk on the moons surface. The creatures often are spread by spores driven by the solar wind and are common on most small satellites and asteroids. Beneath the surface of the moon is a wide array of burrowing beasts in lunar caverns and sea monsters in lunar waters. Some creatures are most active on the dark side of the moon while others hunt the brightly lit moon dust deserts.

## LUNAR GLASS

The sands of the Moon can be used to craft the finest glass in the Solar System. This fine dust can be heated and pored into sheets as hard as steel. Many ships use moon sand to craft their aethershops and solar sails. Lunar Glass is also used in the building of residences, fortifications, artworks, and weapons. A object made of moon glass costs the same as a steel version on the Moon and has the same hit points and hardness. The term "Glass Bottom Boat" often refers to any aethership built on the Moon.

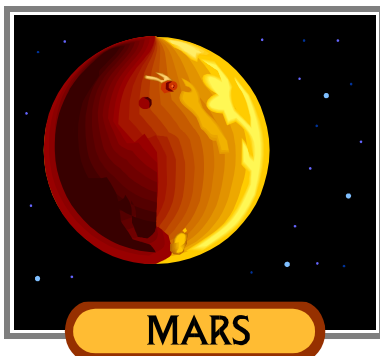


## HELIOGRAPH RELAY SHIP



### ADVENTURE HOOKS

1. **SIVERLINE:** Silverline is a famous resort community known for its beauty and as the residence of many silent screen starlets, but a brief heliograph message indicates a recent disaster. The city has gone completely dark and no one will answer further hails. The characters are sent in to determine the situation and see if the city is safe to enter. The exact source of the disaster can be anything from invasion, epidemic, or moon quake. Saving Silverline may secure a starring role on the Silent Screen for unknown PC starlets.
2. **EGG TOSS:** An illegal mining operation started in the lunar hills ran strait into a Selenite nursery. The Selenites are demanding the restoration of the stolen eggs or the human colonies on the Moon will be expunged. The characters are sent to track down the thieves and retrieve the eggs before they hatch.
3. **MOONSHOT:** A smuggling syndicate on of Luna Port is rumored to have discovered the key to traveling the Golden Roads. The characters are one of many interested parties in acquiring this secret technology. The Britannia Navy in the region will brutally attack any group that threatens their technological monopoly including bombarding the entire city.

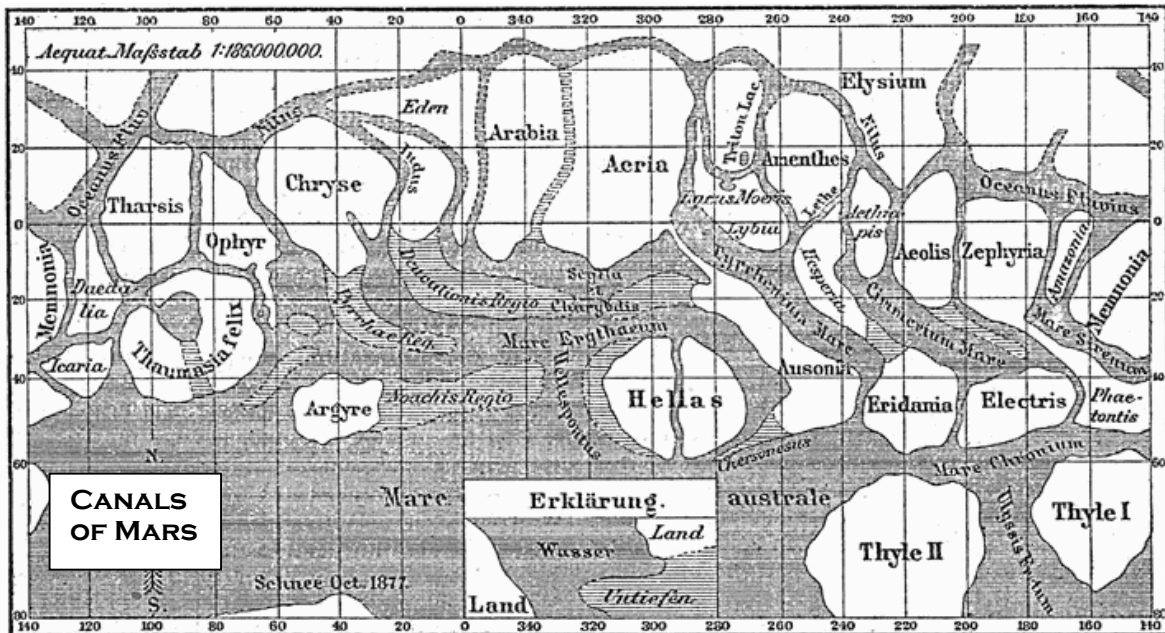


## MARS

Mars is a monument to a fallen empire. The people of Mars once ruled an Empire stretching across the entire solar system. The remains of their aethership have been found throughout the solar system. The remains of Martian ships have been found throughout the solar system. Evidence of Martian colonies on the Jovian Moons, Venus, Mercury, and Prehistoric Earth is well documented. They may have even ventured all the way to unexplored Pluto, Charon, and Eris and beyond

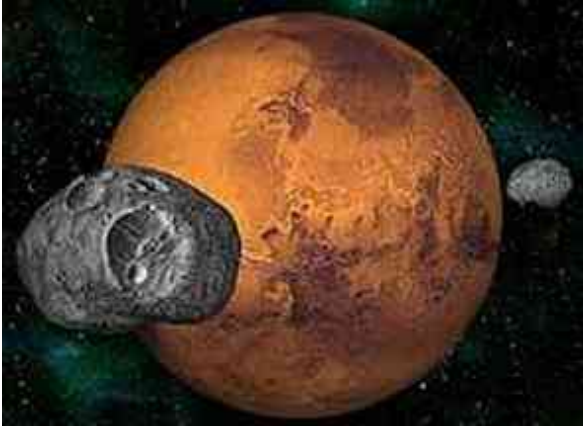


this solar system. The Rust Red Aethershops of Mars were incapable of traveling the Golden Roads; it was the natural ability of Martians to place their bodies into suspended animation that allowed them to travel the vast distances between the most distant planets. It is not known what the exact downfall of the Barsoomian Empire was but evidence suggests it was sudden. The planet of Mars is still inhabited, but the survivors live in barbarism and poverty. The oceans of Mars have receded into small pockets of marsh and jungle. Even the great canals, dug by the ancient Barsoom Empire, that carry water from the poles move sluggishly or are filled with mud and debris. The natives of the planet have lost most of their glorious past and only retain a few artifacts from that ancient time. Originally the people of Mars were a single race of humanoid people but in the millennia after the fall of the Barsoomian Empire have developed into several different races. Most of the animals of Mars have six limbs rather than the four of Earth animals. In addition nearly all the warm blooded creatures of Mars are oviparous (lay eggs).



### CONQUEST OF MARS

Mars was easily conquered by Britannia. The few remaining cities of Mars fell easily to the superior technology and numbers of the Earth. Britannia soon established numerous colonies around the globe and has had some success revitalizing the Martian Canal system by dredge out a millennium of silt. While the land is generally arid and hot, the planet can support human life and many people have immigrated to the Red Planet in search of cheap land, oil deposits, gemstones, and Martian Artifacts. In addition to the mineral wealth of Mars, many archeologists believe we can replicate the great achievements of Barsoom if we learn enough about it. The greed for Martian antiquities created a flood of treasure seekers and charlatans to emigrate to Mars in the hopes of great wealth. As the colonies of Britannia and other empires encroach on the territories of the nomadic Martians, battles for precious water and soil ensue. Of late, Britannia been forced to station more and more of its troops on Mars to protect its citizens and financial interests. The rapid colonial growth on Mars (and the rest of the solar system) is an extreme strain on the naval capacity of Britannia. Many criminal acts go unpunished in the colonies and many solar powers view Britannia as vulnerable. Mars may prove a poisoned fruit to the British Empire.



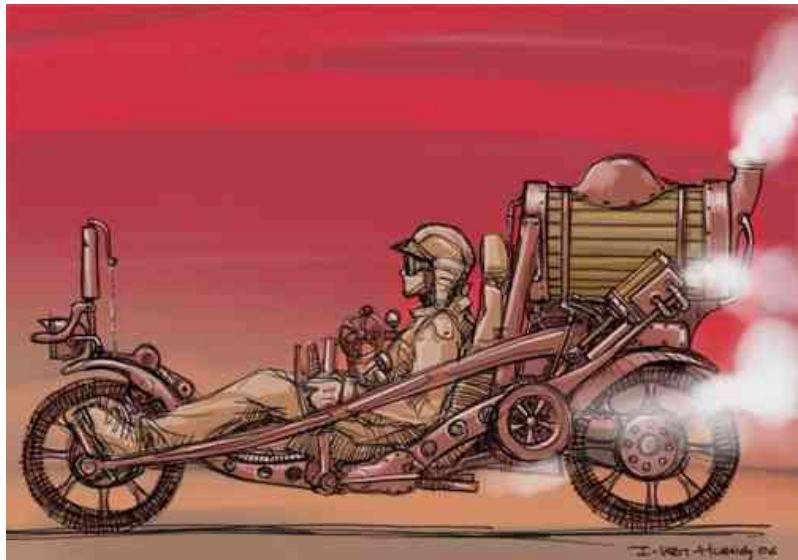
### MOONS OF MARS

The two moons of Mars are not natural satellites but the remains of ancient orbital fortresses. Phobos and Deimos failed in their task of protecting the Barsoomian Empire, but deep within their cores deadly Martian constructs are still active. Many treasure seekers and scientific expeditions have died in the effort to explore these ruins. It seems that both moons have some sort of artificial gravity since their size does not account for the earth-like gravity and breathable atmosphere. If such a

marvelous system exists anyone that can recreate the effect would become extremely wealth and earn the gratitude of an empire. No one has successfully reached the core of either moon and returned.

### DESERTS OF MARS

The vast oceans of Mars have receded leaving a sandy, salty, wasteland behind. The only way to survive in this terrain is to move swiftly through it. Martian Caravans occasionally pass through deserts to reach trading outposts. Human prospectors use steam driven velocipedes to cross the hard packed clay. Most human travelers use hydrogen dirigibles to travel from colony to colony while use the few restored canals.



### NATIVES OF MARS

The humanoid natives have evolved into three vibrant colors. The most populous race is copper skinned and lives on the grasslands and deserts of Mars. A golden skinned group lives in the arctic north of Mars (Elysium). An onyx skinned race is rumored to live in the "Valley of Dor" and according to Martian legend retains much of the lore of ancient Barsoom. A race of giant four armed Tharks also roam Mars, and well as a variety of other monstrous humanoids.

### BARSOOMIANS

Type: Humanoid

Size: Medium (Height: 5ft+1d10in, Weight: 100+2d10lbs)

Speed: 30ft, Initial Language: Martian and Common/English

Racial Attributes

1. Copper: +4 DEX, -2 STR, -2 CHA, -2 WIS
2. Ivory: +2 WIS, +2 CHA, -2 STR, -2 CON
3. Golden: +4 CON, -2 STR, -2 INT, -2 CHA



4. Onyx: +4 STR, -2 DEX, -2 INT, -2 WIS
- Racial Abilities (Common to all Barsoomians)
- Weapon Proficiency: Personal Firearms
  - Low-Light Vision
  - Suspended Animation (Ex): Place mind and body in a trance that prevents aging, hunger, thirst, and no need to breathe. Requires one hour of meditation to initiate and one hour to revive. Barsoomians have a lifespan of 1000 years (Equal to elves).
  - +1 racial attack bonus against Giants.
  - +2 morale bonus against "fear" effects
- Racial Skill Bonus (Common to all Barsoomians)
- +1 to all Balance, Jump, and Tumble checks
  - +2 to Survival and Hide checks
- Favored D&D Classes
1. Copper (Red Barsoomians): Ranger
  2. Ivory (Lotharian): Cleric
  3. Golden (Thern): Barbarian
  4. Onyx (First Race): Fighter

### THARK (MARTIAN GIANT)

The Tharks are a brutal tribe that is ruthlessly opportunistic. They often make their homes in the ruined Barsoomian cities that dot the Martian plains. They raid each other as well as Barsoomian communities for food and plunder. The Tharks have no margin for weakness and sentimentality in their tribes. The eggs of the whole tribe are gathered to incubate in a single walled enclosure. The infants are randomly assigned mothers as they emerge. Eggs that do not hatch are abandoned. Children that are deformed or weak are euthanized as well. If the eggs of a rival tribe are discovered they are immediately destroyed. Barsoomians consider the green men a plague of Mars and a constant war rages between them. Britannia attempts to play both sides against each other to weaken them both, but favors the more human looking Barsoomians as allies.



	Large Giant
<b>Hit Dice:</b>	12d8+48 (102 hp)
<b>Initiative:</b>	-1
<b>Speed:</b>	30 ft. in hide armor (6 squares); base speed 40 ft.
<b>Armor Class:</b>	21 (-1 size, -1 Dex, +9 natural, +3 hide armor, +1 buckler), touch 8, flat-footed 21
<b>Base Attack/Grapple:</b>	+9/+20
<b>Attack:</b>	Longspear +16 melee (2d6+10) {or Battleaxe} or slam +15 melee (1d4+7) or pellet pistol +7 ranged (2d6, RI: 120ft)
<b>Full Attack:</b>	Long spear +16/+11 melee (2d6+10/x3) {or Battleaxe} or 4 slams +15 melee (1d4+7) or pellet pistol +7/+1 ranged (2d6/x3, 120ft RI) or rock +8 ranged



	(2d6+7).
<b>Space/Reach:</b>	10 ft./10 ft. (15ft reach for long spear)
<b>Special Attacks:</b>	Rock throwing
<b>Special Qualities:</b>	Low-light vision, rock catching
<b>Saves:</b>	Fort +12, Ref +3, Will +4
<b>Abilities:</b>	Str 25, Dex 8, Con 19, Int 6, Wis 10, Cha 7
<b>Skills:</b>	Climb +6, Jump +6, Listen +3, Spot +6
<b>Feats:</b>	Cleave, Improved Bull Rush, Power Attack, Improved Sunder, Weapon Focus (long spear)
<b>Environment:</b>	Temperate hills of Mars
<b>Organization:</b>	Solitary, gang (2–5), band (6–9 plus 35% noncombatants), hunting/raiding party (6–9 plus 2–4 calots), or tribe (21–30 plus 35% noncombatants plus 12–30 calots, 2–4 banths, and 12–22 Thoats)
<b>Challenge Rating:</b>	6
<b>Treasure:</b>	Standard
<b>Alignment:</b>	Often chaotic evil
<b>Advancement:</b>	By character class
<b>Level Adjustment:</b>	+5

Skin color among Martian giants ranges from light mint to deep forest green. They are completely hairless, have ivory tusks, and bulging black eyes. Martian giants wear layers of crudely prepared hides with the fur left on as well as a harness made of gold jewelry. They seldom wear heavy garments, preferring to simply wear heavy fur cloak when its cold. Adults are about 10-1/2 feet tall and weigh about 1,100 pounds.

Martian giants can live to be 200 years old.

### COMBAT

Martian giants prefer to ambush their foes with a pelting of rocks then close in for the kill. Martian giants usually use a single long spear, a battleaxe for adjacent opponents, and a stolen pellet pistol for ranged attacks; or simply slam their opponents with their empty fists.

Martian giants love to make overrun attacks against smaller creatures when they first join battle on their massive six legged mounts. Thereafter, they may flail about them with their battleaxes

**Rock Throwing (Ex):** The range increment is 120 feet for a Martian giant's thrown rocks.

**Four Arms (Ex):** The giant possesses an additional pair of arms. The extra arms look and behave exactly like the other set of arms. The race gains a +4 racial bonus on Climb checks and grapple checks. For the purposes of combat, both extra arms are treated as "off hands" (that is, individuals still have only one primary hand). This does not give you Multiattack as a bonus feat, and the giant now qualifies for the Multiweapon feat but must purchase it normally. The Thark can either fight with a pair of two handed weapons (one is "offhand") or use four one handed weapons (three are "offhand"); -6 primary/-10 off.

### MARTIAN GIANTS AS PLAYER CHARACTERS

Reckless brutes of incredible strength but little wit, Martian giant characters are never truly accepted into society. Yet they do well on its edges and frontiers, forging a strong and profitable existence.

Despite their rugged appearance and great size, their basically humanoid shape but their monstrous features and fearsome reputation makes it difficult for them to relate with more civilized folk.

Martian giant characters possess the following racial traits.

— +14 Strength, -2 Dexterity, +8 Constitution, -4 Intelligence, -4 Charisma.

—Large size. -1 penalty to Armor Class, -1 penalty on attack rolls, -4 penalty on Hide checks, +4 bonus on grapple checks, lifting and carrying limits double those of Medium characters.

—Space/Reach: 10 feet/10 feet.

—A Martian giant's base land speed is 40 feet.

—Low-light vision.

—Racial Hit Dice: A Martian giant begins with twelve levels of giant, which provide 12d8 Hit Dice, a base attack bonus of +8, and base saving throw bonuses of Fort +8, Ref +4, and Will +4.

—Racial Skills: A Martian giant's giant levels give it skill points equal to 15 x (2 + Int modifier). Its class skills are Climb, Jump, Listen, and Spot.

—Racial Feats: A Thark's giant levels give it five feats.

- +9 natural armor bonus.
- Special Attacks (see above): Rock throwing, Four Arms.
- Special Qualities (see above): Rock catching.
- Weapon and Armor Proficiency: A Martian giant is automatically proficient with simple weapons, martial weapons, personal firearms, light and medium armor, and shields.
- Automatic Languages: Martian. Bonus Languages: Common, Draconic, Elven, Goblin, Orc, Giant
- Favored Class: Barbarian.
- Level adjustment +5.

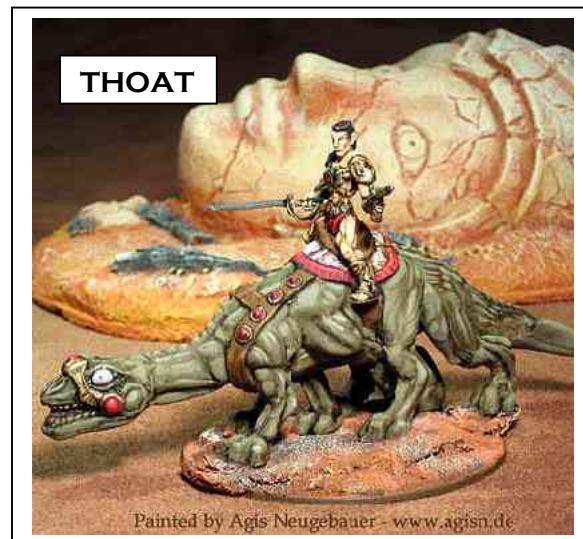
### MARTIAN WILDLIFE TEMPLATE

Much of the wildlife of Mars is similar to Earth but there are key differences. Instead of quadrupeds, Mars is filled with six limbed egg laying mammals, dinosaurs, and dire animals. A Martian beast is armored, vicious, and highly intelligent

MARTIAN WILDLIFE	DESCRIPTION	STATISTICS	ADDITIONAL EFFECTS
This template can be applied to any living animal, dire animal, or animal swarm.	The creature has a spiteful and vicious streak and is often cannibalistic. The teeth and claws are oversized and the beast is covered with thick insulating fur. It lays eggs rather than carry a full term pregnancy.	Inherited Template may be applied to any Animal or Dire Animal. +4 improvement to Natural Armor Always Chaotic Evil. Land Speed +5ft Int +4, Con +2 CR +1	If the creature has a pair of claw or slam attack it gains two more at the same bonus and damage. Resist Heat and Cold: 5 +2 Stability bonus Gains "Improved Natural Weapons" for all natural attacks.



APT



THOAT

Painted by Agis Neugebauer - www.agisn.de



CALOT: MARTIAN WAR HOUND



BANTH RIDER



**D&D MONSTERS COMMON TO MARS**

Achaierai, Allip, Ankheg, Behir, Bulette, Choker, Chuul, Cloaker, Destrachan, Dragon Turtle (Silian), Frost Worm, Giant Wasp (Sith), Girallon (Great White Ape), Grik, Invisible Stalker, Mohrg, Otyugh, Rast, Roc (Malagor), Spider Eater, Strige, Tarrasque, Tauric Umber Hulk (Apt), Tendriculos, Thoqqua, Xill, Yrthak as well as a multitude of Martian wildlife similar to familiar animals, dire animals, and dinosaurs but unique to Mars (see Martian Wildlife). These include the six legged cat (Sorak), dire rat (Ulsio), dog (Calot), lion (Banth), tiger (Orluk), and Giant Lizard (Thoat).

**KALDANES**

	Tiny Aberration
<b>Hit Dice:</b>	2d8 (9 hp)
<b>Initiative:</b>	+3
<b>Speed:</b>	15 ft. (3 squares), climb 10 ft.
<b>Armor Class:</b>	15 (+2 size, +2 Dex, +3 Nat. Armor), touch 15, flat-footed 12
<b>Base</b>	+0/-12
<b>Attack/Grapple:</b>	
<b>Attack:</b>	Bite +5 melee (1d3-4)
<b>Full Attack:</b>	Bite +5 melee (1d3-4)
<b>Space/Reach:</b>	2-1/2 ft./0 ft.
<b>Special Attacks:</b>	Meat Puppet
<b>Special Qualities:</b>	Darkvision 60 ft, Immune to Critical Hits, Disease, Poison, Sleep effects, Paralysis, and Stunning
<b>Saves:</b>	Fort +2, Ref +3, Will +0
<b>Abilities:</b>	Str 3, Dex 15, Con 10, Int 14, Wis 16, Cha 10
<b>Skills:</b>	Climb +11, Hide +15*, Jump -4*, Spot +4*, Diplomacy: +8, Disguise: +8, Intimidate: +8, Sense Motive: +11.
<b>Feats:</b>	Weapon Finesse <sup>B</sup>
<b>Environment:</b>	Temperate forests
<b>Organization:</b>	Single, Colony (8-16), or Hive (20-70)
<b>Challenge Rating:</b>	2 without meatpuppet
<b>Treasure:</b>	None
<b>Advancement:</b>	By Class (usually psychic or mage)
<b>Level Adjustment:</b>	—

The kaldanes are a parasitic race that rides upon decapitated bodies of their victims. They replace the head of a humanoid creature and can control the body like a puppeteer. They feed on the brains of their victims. Kaldanes resemble a crab shell helmet on eight crab legs. When they are mounted on a meat puppet they look like an ordinary humanoid in an exotic helmet.

**COMBAT**

Kaldanes prefer to attack wearing a meat puppet; otherwise, they are cowardly. They prefer to capture their foes alive so that they can use them as meat puppets.

**Special Attacks:**

Hypnotic Gaze (Su): 30 feet, dazed for 1d4 rounds, DC 10+50% HD total.

Meat Puppet (Su): The Kaldane can decapitate a creature and remove its soul but keep the body alive. The Kaldane replaces the head, and gains absolute control of the body. The meat puppet has all abilities it had in life except spells or mental powers: all the physical abilities, attributes, skills, and feats of the original creature. The meat puppet must be defeated before the Kaldane itself can be attacked. The meat puppet has all the immunities of an undead creature, but can not be turned.

The metal attributes of the meat puppet are the Kaldane's and any mental effects targeted at the meat puppet affect the Kaldane.

### **KANGAROO MAN**

A Kangaroo Man stands 3 to 3-1/2 feet tall and weighs 40 to 45 pounds. Its eyes are shiny and large, varying in color from red to black. A Kangaroo Man's fur color ranges from dusty red in the summer and white in the winter as camouflage. Both male and female Kangaroo Men have a large pouch which they use to incubate a single egg and to carry around valuables. They also have large feet, powerful legs, and a prehensile tail that increases jumping ability. Kangaroo Men wear clothing for display rather than comfort since their fur keeps them warm. Kangaroo Men speak Martian; those with Intelligence scores of 12 or higher also speak Common. Most kangaroo men encountered outside their homes are rogues. The Kangaroo Man can change its sex several times during its lifetime in response to environmental pressures.

### **COMBAT**

Kangaroo Men have never been great fighters. They prefer to attack from a distance rather than engage in melee combat. Kangaroo Men live in large colonies but have little love for other Kangaroo Men. They are extremely greedy and steal from each other constantly. In battle kangaroo men will attempt to surround victims to gain flanking bonuses.

### **KANGAROO MEN AS CHARACTERS**

Kangaroo Men characters possess the following racial traits.

- -2 Strength, +2 Dexterity, -2 Wisdom.
- Small size: +1 bonus to Armor Class, +1 bonus on attack rolls, +4 bonus on Hide checks, -4 penalty on grapple checks, lifting and carrying limits 3/4 those of Medium characters.
- A kangaroo man's base land speed is 30 feet.
- Darkvision out to 60 feet.
- Prehensile Tail (Ex): The creature has a tail that can grasp and hold objects. A prehensile tail can grasp and manipulate a simple object up to one size category smaller than the individual's size category. A prehensile tail cannot be used to operate a piece of equipment that requires opposable digits or fine motor control. An individual can "hang" from its prehensile tail indefinitely by wrapping it around a larger object, thereby freeing up its other limbs. The prehensile tail is not dexterous or strong enough to fire ranged weapons or make melee attacks, however.
- Marsupial Pouch (Ex): The pouch is used to carry a fertilized egg until hatching. It can also be used to carry an object weighing 2 pounds or less that can fit inside a standard belt pouch.
- +4 racial bonus on Jump and checks due to its powerful legs.
- +4 bonus to Hide checks due to camouflage from its seasonal colored fur.
- Automatic Languages: Common, Martian. Bonus Languages: Draconic, Elven, Giant, Gnoll, Orc.
- Favored D&D Class: Rogue.

*Unique Racial Feat:*

#### **BOTTOMLESS POUCH (RACIAL)**

Prerequisite: Cast 2<sup>nd</sup> level Arcane Spells, Kangaroo Man, Craft Wondrous Items Feat

Benefit: The Kangaroo Man can enchant its own pouch to act as a "bag of holding" at the normal experience and creation cost.

### **ANCIENT TECHNOLOGY OF MARS**

#### **RADIUM**

Radium is a Martian mineral that explodes when exposed to sunlight. This mineral was once plentiful on Mar and was used to power Martian rockets, motors, and power plants but the supply was eventually exhausted. Many British scholars believe that it was the lack of radium that caused the collapse of the Barsoomian Empire. Radium is now extremely scarce and extremely valuable.

#### *Devices of Radium*

1. Pellet Gun: A pellet gun is similar to any Earthly firearms but it fires a bullet propelled by radium. The range of the pellet gun is double the Earth version

but Martian pellet guns can only fire radium bullets. Cost: x10 (+8 DC) the normal cost of ordinary bullets.

2. Radium Explosives: Any explosive device enhanced with radium dust inflicts double damage and has double the blast radius. Cost: x10 (+8 DC).
3. Radium Engine: A pea sized piece of radium can keep a mechanical engine powered for more than 10,000 hours. Cost: 128,000gp (32 DC)
4. Radium Torch: A radium lantern will illuminate a 30ft radius for 10,000 years. Cost: 4,000gp (22 DC)
5. Doomsday Bomb: A legendary bomb of 1 ton of radium is rumored to be buried deep within Mars. If this doomsday device is ever triggered it would destroy the entire solar system. Cost: Priceless

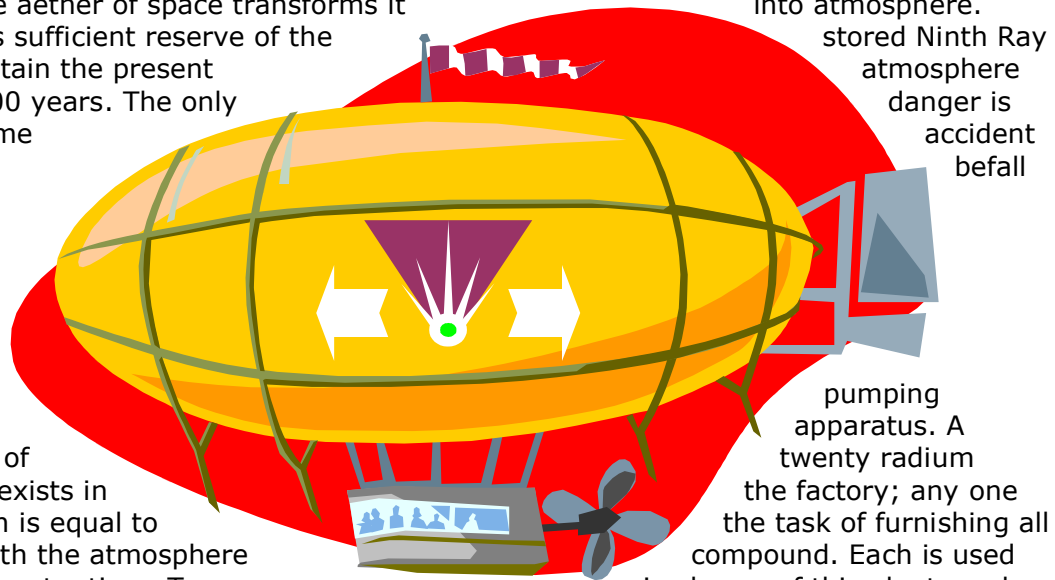
#### ATMOSPHERE FACTORY

The Atmosphere Factory provides the oxygenated atmosphere of Mars through the powers of the Ninth Ray -- a unique property of all sunlight on Mars. The factory is a huge, completely unassailable building which covers about four square miles and towers 200 feet in the air. There is only one tiny door in the massive walls, which are about 20 feet thick and the roof is guarded from attack by aircraft by a glass covering five feet thick. Entry is gained through a series of three doors, controlled by a set of nine thought waves. The Ninth Ray is separated from the other rays of the sun by means of a set of finely adjusted instruments on the sprawling roof of the factory, three-quarters of which is used for reservoirs in which the Ninth Ray is stored. Certain proportions of refined electric vibrations are combined with it, and the result is pumped to the five principal air centers of the planet, where, contact with the aether of space transforms it

into atmosphere. There is sufficient reserve of the to maintain the present for 1,000 years. The only that some might the

battery of pumps exists in of which is equal to Mars with the atmosphere for a day at a time. Two men are

of whom spends half a Martian year at a time alone in the plant. The only real fear of attack are from the green Martians or some demented red man, as all Barsoomians realize that the very existence of every form of life on Mars is dependent upon the uninterrupted working of this plant.



#### ANTI-GRAVITY BEAM

A rare isotope within the machine emits radiation that repulses the force of gravity. This device is built into ancient Barsoomian aetherships and allows them to rocket into orbit and hover stationary above the ground. The secret to recreating this effect

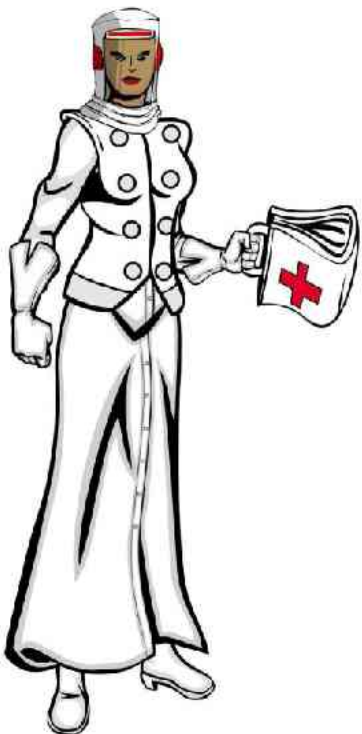
has eluded Earth science and the device requires radium to function. Away from a strong source of gravity the beam is useless. Cost: Priceless and rare relic

#### MARTIAN AIRSHIPS

The most prized mechanical vehicle used by Martians is the airship. This design was introduced by Franco Colonists but is widely imitated by all Martian tribes. Similar to zeppelins and blimps, the airship is lifted by lighter than air gasses. The reduced gravity allows the airship to be constructed of heavy, durable materials such as mithryl and darkwood. Airships intended for battle have the entire bag and gondola is completely enclosed in an armored shell. The airship often is equipped cannons, bombs, and heliographs. If the cockpit is sealed and the ship is equipped with an anti-gravity beam the airship can achieve high orbit around Mars. Cost: the material used to construct it. These ships are highly prized by Martians.

#### ADVENTURE HOOKS

1. **John Bull Wants You:** Britannia has many uses for mercenaries and treasure hunters in Mars; locating ancient artifacts, protecting important personages, quelling revolts, rescuing kidnapped princess, fighting off Green Martian raids, mapping Mars, clearing canals, mining, drilling, building, farming, shoe shining, bottle washing, hedge trimming, and other vital tasks.
2. **Ghosts of Mars:** A Martian city is found that is nearly intact. The artifacts that can be retrieved from this site is astronomical. Unfortunately, all parties that enter the city are never heard from again. What is happening to these parties? Can the characters succeed where others have failed?
3. **Red Dune Raiders:** A series of merciless attacks have occurred across Mars. The identity of the raiders is unknown but each race of blames another. Can the characters find proof of the true culprits before a race war ensues?
4. **Greener Mars:** A project is launched to improve the canal system bringing water down from the polar ice. The canals must be cleared of blockages and Martian Crocodiles. The Yellow Martians must be either bribed or fought off. And the canal workers must be protected from attacks and properly motivated to complete work on schedule.



- Restoring the Martian Canals will take a lifetime, but the characters can earn fame and fortune by advancing the project. The characters assist the project by inspiring the workers by example or brutally enforcing the time table of the project managers. The characters may attempt to unionize the canal workers for their protection or to exploit them with back office deals and fraudulent benefits.
5. **Martian Bride:** The rumor mill is buzzing with the gossip that a Princess of Mars is to wed one of the Princes of Britannia. It is believe that this act is an attempt to solidify Britannia's hold on Mars. If this rumor is true it may be the privilege of the player characters to accompany the prince, secure his safety, prevent social gaffs, and help the prince through Martian wedding rituals. If the rumor is false then it will inflame the conservative reactionaries that will be desperate to prevent a marriage to an alien.



*Asteroid Belt*

## THE ASTEROID BELT

A belt of rocks orbits between Mars and Jupiter. It is a narrow band of pulverized stone and ice that divides the terrestrial planets from the gas giants. Scholars believe this is a planet that never solidified. Seers declare this is the remains of a planet destroyed by the gods. Some people would believe that the asteroid belt is a hazard to shipping. The truth of the matter is that for the most part the asteroids are scattered so far apart that there is little chance of collision.

The majority of the rock is shaped into two large clusters by the force of Jupiter's gravity. Of course some asteroids are very close together in their orbital path. The distance between rocks is often stable enough to build bridges and railroads linking them. Most asteroids only have microgravity due to their small size. Others are large enough or dense enough to have breathable atmospheres. Three tiny planets exist in this cloud of stellar rock. Ceres is the bread basket of the belt since it is amazingly verdant and crop laden. Vesta is a fiery sphere home to a fiery people. Heygieia often call the jewel box of Solar System. Many races exist through out the region and either mine asteroids for their living or raise asteroid bonsai and space moss for trade. Most races consider the asteroid belt a place of economic opportunity and venture there to find their fortunes. The smaller asteroids are three different types: Trojan, Hilda, and Rogue.



### CERES

Ceres is one of the smallest planets in the Solar System. Its gravity is extremely low, just barely strong enough to hold on to an atmosphere. Miraculously, this planet is extremely verdant rather than a frigid barren rock. Ceres is extremely important part source of food for the people of the Asteroid Belt. Many attempts to seize control of the Ceres have been made but the made, but the native Eleusinian race is fiercely independent. Eleusinians are small humanoids that are nearly as tough as the rock from which they spring. Their skin resembles veined marble and has leafy green hair sprouting from the tops of the head. Males have tiny green beards. Female Eleusinians often sprout flowers in their hair.

### ELEUSINIAN (ASTEROID GNOMES)

**Size:** Small Humanoid

**Speed:** 20ft (4 squares)

**Initial Language:** Gnome.

**Bonus Languages:** Common, Orc, Goblin, Dwarven, Elven.

**Racial Attributes:** -2 STR, +4 CON, -4 CHA

**Racial Abilities:** Low Light Vision; +2 racial save bonuses against illusions; Spell-like Ability: *speak with animals* (burrowing) at will; Spell-like Abilities: *light*, *mage hand*, *message*; +1 racial attack bonus against





kobolds and goblinoids and "air" subtype creatures; Stability (Ex): +4 bonus to resist trips and bull rushes

**Vulnerability:** -2 penalty on all saving throws against spells, spell-like abilities, and supernatural abilities with the descriptor or used by creatures of the Air subtype (including creatures from the Elemental Plane of Air)

**Racial Skill Bonuses:** +2 Disable Devices and Decipher Script checks

**Favored D&D Class:** Druid

**Level Adjustment:** +0



### VESTA

Vesta is a fiery sphere that dotted with molten pools and obsidian monoliths. This tiny planet is the home of the Vestales. These small fey cherish the light and heat and are natural diplomats. Their skins are pale peach; they have bright yellow eyes; and possess brilliant red hair. Vestales closely resemble human females but they are a sexless race.



### VESTALES (Fiery Fey)

**Size:** Small Fey

**Speed:** 30ft (6 squares)

**Initial Language:** Sylvan

**Bonus Languages:** Common, Dwarven, Elven, Draconic, Infernal, and Ignan.

**Racial Attributes:** -2 STR, +2 DEX, -2 WIS

**Racial Abilities:** Dark Vision: 60ft, Immunity to Fire, and Spell-like Ability: Cast "flare" at 1<sup>st</sup> level (CHA Based) at will as a full round action. +1 attack bonus against creatures of the water subtype. Vestal Fey start with proficiency

with all simple and martial weapons (or Archaic Weapon Proficiency).

**Vulnerability:** -2 penalty on all saving throws against spells, spell-like abilities, and supernatural abilities with the earth descriptor or used by creatures of the water subtype (including creatures from the Elemental Plane of Water).

**Racial Skill Bonuses:** +2 Bluff, and Diplomacy, Sense Motive checks

**Favored D&D Class:** Bard

**Level Adjustment:** +0



### HYGIEIA

Hygieia is a planet sized glacier riddled with crystalline ice caverns. The planet has no surface atmosphere. All life on the planet exists deep in the frozen tunnels below the surface where pockets of oxygen are sealed beneath the ice. The abundance of frozen water means that this planet is the main source of portable water in the Asteroid Belt. This has given the planet and its people extreme wealth, but made its defense extremely important. Hygeans specialize in combat and scouting despite their small stature. Hygeans are often deeply pale due to their subsurface existence and their hair is similarly white. They have no facial hair, blue eyes, and large pointed ears. The



waters and crystals of Hygieia are believe to have healing properties and are highly valued by visitors and invaders.

#### HYGEANS (ASTEROID HALFLINGS)

**Size:** Small Humanoid

**Speed:** 20ft (4 squares)

**Initial Language:** Halfling

**Bonus Languages:** Common, Orc, Goblin, Dwarven, Gnome, Kobold, and Sylvan

**Racial Attributes:** -2 STR, +2 DEX

**Racial Abilities:** Low Light Vision, +2 morale bonus on saves against fear, +1 racial bonus on all saves, +1 racial bonus on attack rolls against creatures of the "fire" subtype, Impervious to Cold.

**Vulnerability:** -2 penalty on all saving throws against spells, spell-like abilities, and supernatural abilities with the fire descriptor or used by creatures of the fire subtype.

**Racial Skill Bonuses:** +2 Climb, Jump, Move Silently, and Listen checks

**Favored D&D Class:** Ranger

**Level Adjustment:** +0



#### MINERVA

The Minerva Asteroid is named after Minerva (Athena) the goddess of wisdom, defense, and metropolis. Minerva is the daughter of Jupiter alone; no mother bore her. She emerged full grown and full armored from his head. Like their patron goddess, the Minervans are a race of apparent women that have a steely gaze and armor plated skin. Minervans consider themselves the Champions of the Solar System and often travel throughout the asteroid belt and the Solar System righting wrongs. Even though they resemble human women, they can not reproduce. Minervans are immortals, but many die in the pursuit of just causes and daring ventures. Minervans who die heroically are reborn without any remembrance of their previous life. Most reborn live out an entirely different existence to their previous one. Many scholars believe that Minervans are clones created from a pool of key genetic

templates. Others theorize that Minervans are corporal vessels for spiritual fragments of the goddess Minerva in which she acquires knowledge and exerts her divine will within the Solar System.

**SIZE:** Medium Humanoids

**SPEED:** 30FT

**INITIAL LANGUAGES:** Common and Celestial

**BONUS LANGUAGES:** Elven, Gnome, Dwarven, Draconic, Sylvan.

**RACIAL ATTRIBUTES:** NONE

**RACIAL ABILITIES:**

- Immune to Disease (Ex): The Minervan is unaffected by disease.
- Immortality (Ex): The Minervan is immortal and cannot die from old age or disease. Though a Minervan does not age, she still needs to eat, breathe, and sleep, but can only be slain by suffocation, magic, poison, or physical trauma. They do receive benefits from old age but none of the penalties (Use elven lifespan to determine age modifiers).
- Racial Proficiencies: Short Spear, Short Sword, and Tower Shield

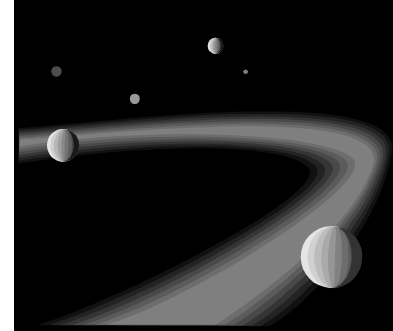
**RACIAL SKILLS:** +2 Survival, Knowledge (warfare), and Profession (siege engineer) skill checks.

**FAVORED D&D CLASS:** Paladin

**LEVEL ADJUSTMENT:** +0

### ASTEROID GROUPS

Asteroids in the main belt are divided into asteroid groups and families based on their orbital characteristics. Asteroid moons are asteroids that orbit larger asteroids. They are not as clearly distinguished as planetary moons, sometimes being almost as large as their partners. The asteroid belt also contains main-belt comets which may have been the source of Earth's water. Trojan asteroids are located in either of Jupiter's Lagrange points (gravitationally stable regions leading and trailing a planet in its orbit). Hilda asteroids are in a 2:3 resonance with Jupiter; that is, they go around the Sun three times for every two Jupiter orbits. The clustering of Trojan Asteroids allows the creation of rail links and suspension bridges connecting them. Hilda asteroids become small boomtowns and private mines as the mineral wealth is removed. Rocket Busters ferry miners to and fro between these rocks.



The inner Solar System is also dusted with rogue asteroids, many of which cross the orbits of the inner planets. Rogue asteroids do not follow the orbital path of the Asteroid belt but instead have elliptical orbits that swing them through several planetary orbits. Some of these Rogue Asteroids are hollowed out and used by gypsies and barbaric raiders.



**SILENI (Asteroid Kobolds)**

**Racial Attributes:** -4 Strength, +2 Dexterity, -2 Constitution, -4 Charisma

**Size Bonus :** Small size: +1 bonus to Armor Class, +1 bonus on attack rolls, +4 bonus on Hide checks, -4 penalty on grapple checks, lifting and carrying limits 3/4 those of Medium characters.

**Speed:** Land speed is 30 feet, Flight Speed 30ft (average)

**Racial Abilities:** Dark Vision out to 60 feet, +1 natural armor bonus, Cold Resistance 10,

+1 racial attack bonus against any creature with the Earth subtype, Breathless (Ex): The creature has no need to breathe and can not be harmed by suffocation, drowning, or inhaled toxins.

**Racial Skills:** +2 racial bonus on Escape Artist and Tumble checks.

**Racial Feats:** A sieni kobold gains feats according to its character class.

**Vulnerabilities:** Light sensitivity (the creature is 'dazzled' by daylight).

**Automatic Languages:** Draconic.

**Bonus Languages:** Common (English), Abyssal, Goblin, Orc, Giant.

**Favored D&D Class:** Barbarian

**Level Adjustment** +0

Sileni are heavily scale kobolds with purple wings. They nest within asteroids and lay hundred of eggs that are incubated by the gamma rays released by the sun. When the eggs hatch a flight of mature sileni kobolds emerge ready to create havoc and reproduce another hutch of eggs. Most Sileni lay their eggs in hidden caves on rogue asteroids or comets as extra protection while they incubate. The eggs are impervious to cold and remain unharmed while encased in ice. As the eggs near the sun they begin to hatch and a mob of sileni are ready to spread their wings and fly to new habitats as they pass nearby planetoids and aetherships. In combat they tend to attack from ambush and to use their superior numbers to overwhelm a target.



## XENOBIOLOGICAL HAZARDS

Most of the plants and fungi growing on moons and asteroids are harmless to humans. Space Moss and Asteroid Bonzai are valuable crops harvested to provide food and wood. The food and shelter provided by these plants tend to attract other life forms as well that can be extremely hostile. Even some of these deep space plants are parasitic or even carnivorous.

In addition to facing dangerous creatures and harsh environmental conditions, aethernaut explorers must occasionally contend with xenobiological hazards—nonsentient forms of life that are, by their very nature, menacing and dangerous without being openly adversarial. Most xenobiological hazards in the aethersphere are plants, fungi, and microbial.

Xenobiological hazards are treated more like traps than creatures. They have Challenge Ratings (CRs), and heroes earn experience points for surviving or overcoming them. A xenobiological hazard might be a pool of corrosive slime or a patch of mold that feeds on the warmth of nearby life forms. It's not deliberately predatory, just dangerous by nature. A few of the many xenobiological hazards awaiting adventurers are described here.

### ENDOTHERMIC MOLD (CR 2)

Endothermic mold feeds on warmth, siphoning heat from anything around it. A patch of endothermic mold is red-brown in color and 5 feet in diameter, and the temperature is always cold in a 30-foot radius around it. Living creatures within 5 feet take 3d6 points of non-lethal cold damage. Fire brought within 5 feet of the mold causes it to instantly double in size. A 5-foot patch of endothermic mold is destroyed if it takes 5 or more points of cold damage. Endothermic Mold is a commonly found growing on asteroids in the Asteroid Belt



**SPACE SLIME (CR 4)**

This sticky, translucent green slime devours flesh and organic materials on contact. Wet and sticky, it clings to walls, ceilings, and floors in patches, growing and spreading as it consumes organic matter. It drops from walls and ceilings when it detects movement (and possible food) below. A single 5-foot square of space slime deals 1d6 points of Constitution damage per round while it devours flesh. On the first round of contact, the slime can be scraped off a creature (most likely destroying the scraping device), but after that it must be frozen, burned, or cut away (dealing damage to the victim as well). Against wood or metal, space slime deals 2d6 points of damage per round, ignoring metal's hardness but not that of wood. It does not harm stone. Gulliver's Accretion Powder (GAP) is the aethernaut's best friend for removing stubborn space slime from aethership and aethersuit (Cleans a 5ft Square per dose, COST: 200gp (12 DC), Craft (Alchemy): 30 DC to create).

**BLACK TAR FUNGUS (CR 6)**

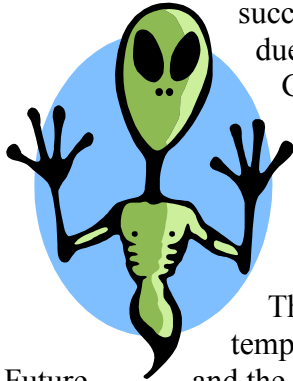
Black Tar is an aerobic fungus that rapidly grows in oxygenated environment. The fungus spores resembles a "Fine" black tar spot (Spot DC 16) that will stick to the hands or feet of an aethernaut on a space walk or EVA (Extra Vehicular Activity). When exposed to oxygen the fungus quickly spreads over every surface like an oil slick. On the first round the fungus will possess 5 hit points and a hardness of 0. On each consecutive round, the hit dice of the fungus gains 5 hit points and will increase in size if undamaged. Until the fungus is completely destroyed it will continue to grow regaining any lost hit points at a rate of 5 per round. Any creature standing in the same space as the growing fungus is "ensnared" (20 DC STRENGTH or Escape Artist check to move a single 5ft square per full round action) as the fungi engulfs their bodies like an oil spill. Living creatures ensnared by the fungus begin to suffocate (if the same size as the fungus or smaller) and suffers 2d6 acid damage per round. The fungi can not avoid blows and has an AC of 10 modified by its size and a hardness score determined by size. Attacking the fungus with projectile or melee weapons tends to splatter the adjacent area with 1d4-1 one hit point "fine" spores per blow. It is best to destroy the fungus in an airless environment where it can not grow. The fungus starts with 8 "Hide" ranks modified by its size. The physical size of the fungi is proportional to its hit point total as displayed below.

Fine	1 hit point	+8 to Hide	0 Hardness	6 inches square
Diminutive	2 hit points	+4 to Hide	2 Hardness	1ft square
Tiny	3 hit points	+2 to Hide	4 Hardness	2ft square
Small	5 hit points	+1 to Hide	6 Hardness	3ft square
Medium-size	10 hp	+0 to Hide	8 Hardness	5ft square
Large	20 hp	-1 to Hide	10 Hardness	10ft square
Huge	40 hp	-2 to Hide	12 Hardness	15ft square
Gargantuan	80 hp	-4 to Hide	14 Hardness	20ft square
Colossal	160 hp	-8 to Hide	16 Hardness	40ft square

**BLOOD SAND (CR 8)**



Blood sand appears to be ordinary white dust, but is a silicon life form that feeds on warm blooded individuals. A blood sand colony will suddenly and without warning erupt from a nearby wall or floor and attempt to impale a target on barbed silicon blade, piercing the body and draining it of blood. Any living target that steps on a colony is attacked: Melee Attack +16, Damage: 2d6+8 plus impaled. An impaled creature must



Future

succeed at a 25 DC STR check or suffer temporary 1d6 CON damage due to blood drain each round. Blood Sand colonies and Space Ghouls often share hunting rounds; each takes what it needs from the same victim.

## AETHERSPHERE CREATURE TEMPLATES

This section presents two new creature templates: the extraterrestrial template and the space creature template. Both are presented in d20 and the d20 SRD.

### EXTRATERRESTRIAL (TEMPLATE)

The term “extraterrestrial” is used to describe creatures that thrive in on planets other than Earth. Life can exist on even the most hostile of environments and it finds a way to adapt to any living condition. All the planets have their own ecology. Life on Mercury is adapted to either burrow deeply or to out fly the extreme temperature changes caused by its slow rotation and nearness to the sun. The dense jungles and endless marshes of Venus encourage climbing ability and amphibious respiration. Mars is a dry arid planet that requires creatures to conserve water, brave the cold of night, and survive the heat of day. The asteroid belt is a mass of microhabitats with long gulfs of airless aether in between them. Gas Giants require flight; no creature can survive the crushing atmosphere at ground level and few can tolerate the thin air of the uppermost atmosphere. Jupiter is a stormy Gas Giant where only the strongest can survive. Saturn blockaded by its arachnid infested rings. Georgium Sidus (Uranus) has an axial tilt parallel to the orbital plane. This means that the life is concentrated at the poles rather than the quixotic equatorial regions. Neptune is as much water as fog and swimming skill more common than flight. Pluto, Charon, and Eris are frozen solid and are populated by creatures unaffected by cold.

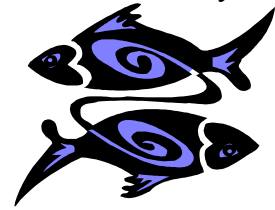
### SPACE CREATURE (TEMPLATE)

A space creature is a xenomorph that lives in the cold, airless, aether of space and can survive there indefinitely. Space creatures often hibernate in comets and asteroids. Others wander outer space in search of food, occasionally taking up residence on micro gravity bodies where food is abundant but gravity is not crushing. Space creatures even threaten

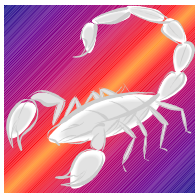


aethernauts and idle aetherships from time to time. Not all space creatures are motivated by hunger or sheer malice; other likely motives include natural curiosity or a desire for companionship. Space is, after all, a vast and lonely place. Creatures capable of aether travel can be encountered anywhere within the solar system and superficially resemble animals common to planets. Most

extraterrestrials are harmless and either feed off of space moss and solar plankton or use photosynthesis to drink in the rays of the sun. Others are predators that make their way from one gravity well to another devouring whatever they can catch. Extraterrestrial creatures often grow to enormous size since they are free of the bonds of gravity. There are four types of extraterrestrial animals.



1. **ICHTHYOMORPHS:** Superficially resemble deep sea fish. They have fins and tails to swim along or against the aether tides, large eyes to see in absolute darkness, and often employ bioluminescence for mating and hunting. The Star Angler, the Furry Trout, and the Lagrange Shark are examples of common ichthyomorphs.
2. **ZEPHYRMORPHS:** These creatures have wings that catch the stellar wind and propel them across the solar system. Some superficially resemble birds while others are more bat-like. Most travel in flocks and nest on small moons and asteroids. Phoenixes, Sun Swallows and Orbital Vultures are examples of common zephyrmorphs.
3. **BASTIOMORPHS:** These creatures cling to the first solar system body they come into contact with and craft a protective shell around them. Space Barnacles, Meteor Crabs, and Aether Coral are examples of common bastiomorphs.



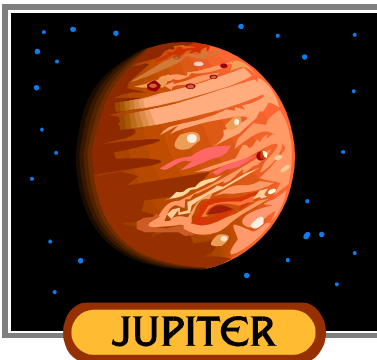
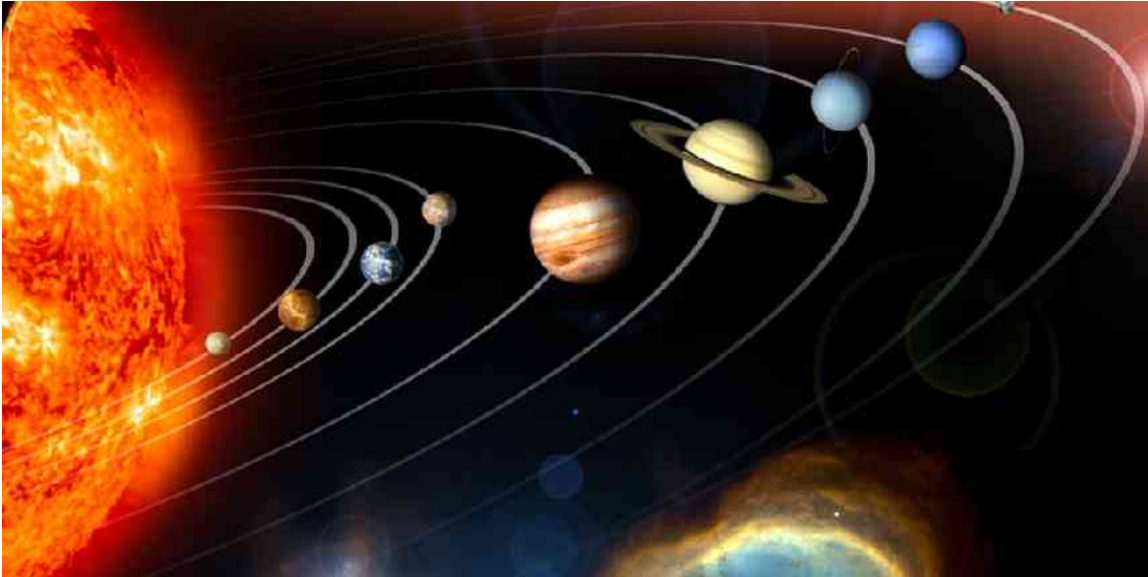
4. **ENTOMOMORPHS:** Somewhat resemble the insects that they are named after, but grow to enormous size in zero gravity. The giant Honey Moon Bee harvests space moss pollen to produce lunar nectar.

## ADVENTURE HOOKS

1. **Veni, Vidi, Vici:** The characters are hired to escort a group of miners to a nearby asteroid claim. All manner of emergencies may befall this party and the tin horns it escorts before and after it reaches its destination.
2. **"This Asteroid ain't big enough for the two of us":** The characters are drawn into a local feud. They may be facing off against bandits, claim jumpers, a corrupt official, a wealthy mining magnate, or a lynch mob.
3. **Dire Comet:** A comet will be passing through the region. It foretells the coming of a threat not seen for 75 years since it last devastated the region. Does the comet contain the threat or is it coincidence? Can the characters divert the comet or prepare the region for the coming invasion?
4. **Rocket Collecting Dust:** An ancient rocket is discovered floating in the Asteroid belt. Every nation is in a rush to claim it in the hope that it will prove valuable. Does it contain fabulous wealth, new technology, or ancient artifacts? Will the contents of the rocket shift the power balance of the Solar System?



## ATHERNAUTS D20: GAS GIANTS

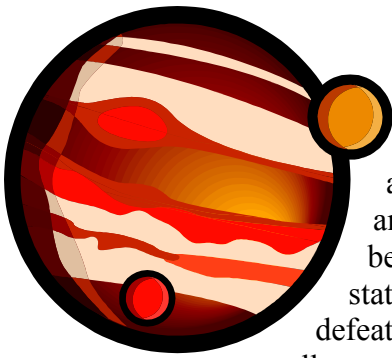


### JUPITER

Jupiter is the largest of all the planets of the solar system and out masses all the other planets combined. Unlike the terrestrial planets, Jupiter is a Gas Giant. Its rocky core lies far beneath its atmosphere and is under tremendous atmospheric pressure. Life would be instantly crushed if it existed at ground level, so it floats high in the Jovian atmosphere and is carried along the zone jets high above the rocky core of Jupiter.

### LIFE IN THE CLOUDS

All life on Jupiter flies through the thin air of Jupiter. All Jovian Creatures either feed of the sun (photosynthesize), feed on creatures that photosynthesize (herbivores), or prey on herbivores (carnivores). Most Jovian plants can not control their direction of travel. They are propelled around the globe by the powerful zonal jets of Jupiter. These jets form narrow bands of color around Jupiter and move in opposing directions and different speeds. The most common of these plants is the awesome Icarus Tree. These enormous trees are the cornerstone of life on Jupiter and can support entire ecosystems within their branches. The herbivores of Jupiter feed on Icarus Trees and the funguses that grow on Icarus Trees. Carnivores and Omnivores of Jupiter also live among the branches of Icarus Trees and eat the herbivores and fruit of the Icarus Tree. Many animals are capable either of flight or are filled with lighter than air gases that keep them airborne. Others are confined to stalking the branches of Icarus Trees for unwary prey. The native sentient humanoid of Jupiter is the Cyclopes. A Cyclopes is a single eyed humanoid that is the favored child of Zeus. In mythology, Cyclopes crafted Zeus's thunderbolts. They



native affinity for electronics and craft floating cities and ships from Icarus wood, imported metals, and helium filled balloons. These massive cities are ramshackle affairs of interconnected airships and balloon supported boardwalks. The cities are mobile and fiercely compete for wood, food, metal, and sunlight. The best weather bands are occupied by the most powerful of these city states. The lower, darker regions are populated by the disposed and defeated. Jovian Whale Oil is Jupiter's most valuable export, but small gas mines orbit the planet and harvest hydrogen and other gases for aethership travelers. Heavily reinforced ships occasionally make dives deep into the gas giant for exploration and whale hunting. The wealthy magnates of Jupiter often live in "Cloud Castles" on the outer edge of Jupiter's atmosphere.

### **GREAT RED SPOT**

Jupiter is home to enormous air elemental creatures. The largest of these is the Great Red Spot. This sentient storm has existed for centuries and has seen the growth and death of multiple Solar Empires. This creature rarely responds to petitioners and the winds tear them apart. The few that gain its attention can receive ancient knowledge in exchange for current information or correctly answering a riddle. Those that lie to this alien intelligence are instantly destroyed. Smaller air elements are scattered through out Jupiter. The Great Red Spot storm cell is larger than the planet Earth.

### **WATER RIBBONS (CR 1)**

Water is not pooled into lakes and ponds on Jupiter. Instead clouds must be siphoned to acquire water or a water ribbon must be found. A water ribbon is similar to a river but is completely transparent to the eye. A water ribbon can be miles wide but is rarely more than a foot deep. The water can be moving extremely quickly (fast enough to shear of stone) or very slowly. The water ribbon is a serious hazard to navigation as collision with an invisible water ribbon can tear a floating city or airship to pieces (treat as a high speed collision). A water ribbon inflicts "collision" damage on the vehicle based on the vehicle's size. Identifying a Water Ribbon requires a Spot or Knowledge (Jupiter) DC: 15 check.

### **WEATHER BANDS (CR 6)**

The atmosphere of Jupiter is divided into latitudinal bands. The apparent wind speed seems very weak while traveling along a weather band when actually you are being propelled at a 100 mph. Adjacent bands can be moving slower, faster, or in the opposite direction. Changing from one band to another is required if you wish to move north or south. The band transfer is extremely hazardous and may be impossible in certain altitudes and specific times of the year. A





poor transition inflicts 6d6 force damage to your vehicle and crew (ignore hardness). Air Navigators are highly respected and highly valued for their ability to navigate the skies of Jupiter safely. The Profession (Jovian Navigator) DC is 20. All forms of weather can be periodically experienced along any weather band, but the eternal storms (such as the Great Red Spot) are a known danger and follow a deliberate path known to Jovian Navigators.

### **CORROSIVE CLOUDS (CR 8)**

Yellow or brown clouds of ammonia can quickly eat through wood and flesh alike. These clouds are avoided at all costs, but can appear without warning. It requires a Characters in the corrosive core of an acid cloud take 8d6 points of acid damage, or half that amount if they make a DC 15 Fortitude save. Characters in the outskirts take 3d6 points of acid damage, or no damage at all if they make a DC 15 Fortitude save. Characters who fail their save take 1d6 CON temporary damage due to lung scarring. Identifying a Corrosive Cloud from afar requires a Knowledge (Jupiter) DC: 30 check.

### **ICARUS TREES**

Icarus Trees are native to Jupiter but have been spread to the other Gas Giants of the Solar System. The foliage of these trees can be miles in diameter and the massive branches and trunks of the tree are hundreds of feet wide. The wood of the tree



are filled with tiny vacuoles that contain enough helium and hydrogen to lift the tree high into the air. To gain the soil and minerals this plant will need during its lifetime, a mature tree will drop massive metallic seeds that plunge deep into the core of the Gas Giant. The sprouting seed will grow an extensive network of roots and a gigantic hydrogen balloon that will lift the root mass into reach of sunlight. The massive, fuzzy leaves of the plant gather sunlight, carbon dioxide, and water for photosynthesis. Icarus Trees act like airborne forests. Many creatures live for generations on the same tree. Some trees are the homes of Cyclopean Villages and Fortresses. The wood and fruit generated by these trees is highly valued and must be protected from piracy.



trade, and  
powerful

### **OLYMPUS**

Olympus is the greatest of Cyclopean Air Cities. They are the centre of art,

science for all of Jupiter. The cannons mounted in this



floating fortress have defended this city from attacks by air and aether. The massive air fleet of Olympus is a menace to other Jovian communities with a tendency to plunder nearby cities. Most of the air cities of Jupiter are named after ancient Greek cities in honor of Zeus and Hera, the patron deities of the Cyclopes. Unlike the blimps and zeppelins of Earth these ships are created from a shell of Icarus Wood. This wood has a natural buoyancy to remain airborne in the Jovian atmosphere. Many of these Jovian Ships are equipped with hydrogen rockets and sealed oxygen compartments so that they can function as aetherships as well.



### MOONS OF JUPITER

Jupiter possesses a total of 65 moons. Many of these are tiny moonlets little more than a mile in diameter. All the moons of Jupiter are named after former lovers of the god Zeus.

The four largest have their own native populations. From right to left, Io is a heavily industrialized and volcanically active moon inhabited by an ancient empire of goblins, hobgoblins, and bugbears. Europa is an ice covered water moon that has both undersea and ice shelf life it has a large population of both Artic Locathah and Ice Shelf Minotaurs adapted to the frozen conditions. Ganymede, a pastoral moon of Jupiter, is equal parts rock and water and home to the golden feathered "Giant Eagle Riders" (Aestosippeans). Callisto is a verdant forest moon populated by "Bear Men" (Ursaeans).



**Ionians:** Same as standard goblins (blue skinned), but gains "Heat Tolerance" (+4 versus fire checks) at the cost of a -4 penalty on cold based checks.

**Europeans:** Same as standard Locathah and Minotaur, but gains the "Cold Tolerance" (the inverse of above). Both races are skilled in ice skating, ice carving, and sail ice riggers that are propelled by the cold winds of Europa. The

sea beneath the ice is the primary source of food for both races as no plants grow on ice.

**Aestosippeans:** Medium Humanoids, +2 DEX, -2 CON, Cast "Feather Fall" at will at HD level, +2 Ride (Giant Eagle only), +4 Spot, Speak: Common and Auran, Human

Lifespan, Height: 5ft +1d6in, Weight: 90+1d6x2 lbs. They have a crown of Brown, Black, or White feathers and golden eagle like eyes.

**Ursaeans:** Medium Monstrous Humanoids, +2 STR, -2 DEX, +2 CON, -2 WIS, Slow Speed: 20ft, Dark Vision: 60ft, DR: 1 at 1<sup>st</sup> HD plus 1 per 5 HD. Racial Proficiencies: Simple (or Archaic), Half-orc lifespan. Height 6.5ft +1d8in, Weight: 200+ 1d8x5 lbs. Ursaeans are covered with Brown, White, or Red Fur and resemble bipedal bears.

## JOVIAN CREATURES

The myth is that the original Cyclops sacrificed one eye to in order to be able to see into the future. A single eye is common to all creatures of Jupiter. The Lesser Cyclopes are very similar to standard humans but possess only a single eye and are part of the “Giant” creature type. In addition to the Cycloptic Template, Beholders and Beholder Kin are very common to Jupiter as well as Air Elementals and Air Outsiders.

### LESSER CYCLOPES



The Lesser Cyclopes are the most common civilized race on Jupiter. Lesser Cyclopes are 50% human and 50% Cyclops. They closely resemble humans but have a single eye, blue hair, and orange skin. They are a foot taller than ordinary humans and weigh 20% more, but have the same lifespan. Even though the Lesser Cyclops ‘giant’ blood is greatly diluted, it is unaffected by spells and psionics that target humanoids.

**Creature Type:** Giant

**Size:** Medium (Land Speed: 30ft, 5ft reach)

**Weapon Proficiencies:** Proficient in all “Simple” and “Martial” weapons as well as light armor and common shields (d20 Modern: Archaic Weapons and Armor Proficiency: Light)

**Racial Attributes:** +2 STR, -2 DEX, +2 CON, -2 INT, -2 WIS

#### Racial Abilities:

- Low-Light Vision (Ex)
- Electrical Resistance 5 (Ex)
- Powerful Build (Ex): The physical stature of Lesser Cyclopes lets them function in many ways as if they were one size category larger. Whenever a Lesser Cyclops is subject to a size modifier or special size modifier for an opposed check (such as during grapple checks, bull rush attempts, and trip attempts), the Lesser Cyclops is treated as one size larger if doing so is advantageous to him. A Lesser Cyclops is also considered to be one size larger when determining whether a

creature's special attacks based on size (such as improved grab or swallow whole) can affect him. A Lesser Cyclops can use weapons designed for a creature one size larger without penalty. However, his space and reach remain those of a creature of his actual size. The benefits of this racial trait stack with the effects of powers, abilities, and spells that change the subject's size category.

- **Divine Prodigy (Sp):** If the Cyclops has a CHA score of 13+, it can cast three 0-level divine spells at 50% the character's level once each per day (Spell DC is 10 plus CHA modifier). These three spells are picked at PC creation and are focused on electrical effects (Commonly: Haywire, Light, and Resistance).

**Racial Skills:** +4 Craft (Electronics) or Profession (Blacksmith).

**Racial Penalty:** Monoscopic Vision: -2 on Spot and Search checks

**Initial Languages:** Jovian and Common.

**Bonus Languages:** Giant, Goblin, Fey, Aerial, and Draconic.

**D&D Favored Class:** Favored Soul

**ECL:** +1



## AEROSTATOS GIGANTES

Aerostatos Gigantes are a breed of Giant that resembled heavily wrinkled humanoids. At will they can inflate their skins to gain the ability to float on the wind. Gigantes have greenish yellow skin, little body hair, and two black beady eyes. They are not native to Jupiter but no one remembers when they migrated to that planet or their original home, Georgium Sidus.

**Creature Type:** Giant (As "Giants" they are unaffected by attacks that target Humanoids)

**Size:** Medium (Land Speed {Slow}: 20ft, Normal Reach: 5ft)

**Weapon and Armor Proficiencies:** Skilled in all Simple and Martial weapons (or "Archaic") and light armor and common shields (or "Proficiency: Light Armor").

**Racial Attributes:** No Bonuses

**Racial Abilities:** Low-Light Vision, Gas Bloat (Ex): The creature can rapidly inflate with lighter than air gasses. In this form, the creature gains one size level (+2 STR, -2 DEX), but reach remains unaffected. Normal "Land Speed" is reduced by half, but the floating creature also gains an equal Fly Speed at Poor Maneuverability and takes no damage from falls. Inflating is a move equivalent action but fades slowly (Remains at Large Size)



for 1d6 minutes) and the Gigantes takes double damage from fire. The creature can not gas bloat while wearing armor.

**Racial Skills:** +2 on Jumping, Climbing, and Tumbling

**Initial Languages:** Jovian and Common.

**Bonus Languages:** Giant, Goblin, Fey, Aerial, and Draconic.

**D&D Favored Class:** None

**ECL:** +0

### CYCLOPTIC TEMPLATE



'Cycloptic' is a template that can be added to any corporeal Animals, Dragon, Fey, Giant, Humanoid, Magical Beast, Monstrous Humanoid, Outsider, Undead, or Vermin. The creature becomes a variation of the legendary Greek Cyclops.

**Creature Type:** Humanoid becomes Giant, Animal becomes Magical Beast. All others are unchanged.

**Hit Dice:** Hit Dice does not change.

**Size:** The creatures size increase by one size (Increase reach and weapon damage).

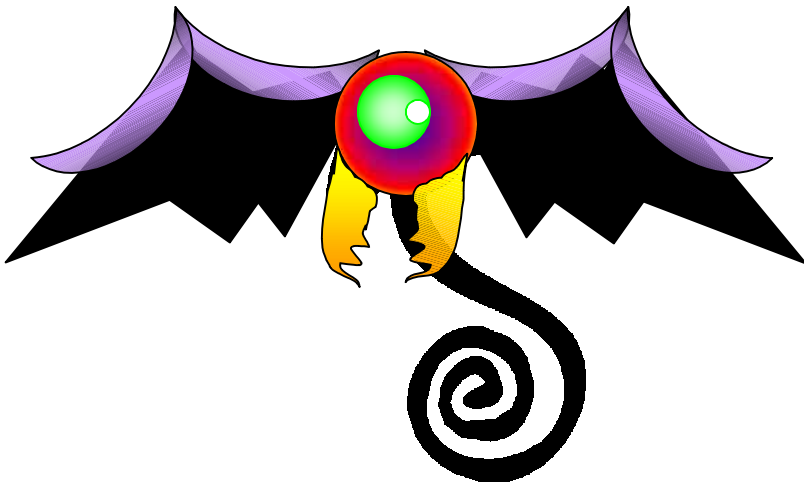
**Speed:** Due to the size increase the land speed (as long as it is less than 40ft) increases by +10ft, flight speeds are decreased by 10ft, but not less than 10ft. Maneuverability is decreased by one step (poor minimum).

**AC:** Natural armor improves by +2

**Special Attacks:** Confusion Gaze (Su) (30ft radius): Targets of this ability may make a Will save (DC 10 + 1/2 character level + Cha modifier) to negate the effect. On a failed save, the each affected target is confused (see DMG) for 1 round per two HD of the creature.

**Special Qualities:** The creature gain Scent, as a special ability. Monoscopic Vision (Ex): -2 Spot and Search checks. Electrical Resistance 10

**Abilities:** Str +4, Dex -2, Con +2, Int +0, Wis +2, Cha +0, note that undead and constructs do not gain a bonus to their CON. Animals INT raises by +4.



**Skills:** Spot and Search is reduced by a -2 penalty (Monoscopic Vision).

**CR:** +2

**Notes:** The blood of a Cyclops runs in the creature's veins. Any effect that directly targets Cyclopes also affects these creatures.

### CYCLOPTIC DIRE BAT

Huge Magical beast

Hit Dice: 4d10+24 (46)

Initiative: +5

Speed: 30ft Fly 30ft (average)

AC: 20 (-2 size, +5 dex, +10 Natural

armor) Attack: Bite +14 Melee

Damage: Bite 2d6 +10

Space/Reach: 20ftx20ft/10ft

Special attacks: Confusion Gaze (see above)

Special qualities: Blindsight, Scent, Electrical Resistance: 10

Saves: Fort +11, Reflex +9, Will +6

Abilities: Str 31, Dex 18, Con 23, Int 6, Wis 16, Cha 6

Skills: Listen +13, Spot +8, Move silently +9

Feats: Flyby, Hover

Climate/Terrain: Temperate or warm dessert, forest, hills, plains or underground

Organization: Pack 2 to 4

Challenge rating: 4

Treasure: Standard

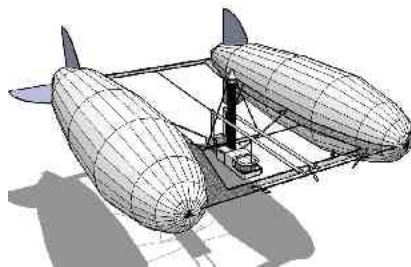
Advancement: 5-12 HD (Gargantuan), 13-18 (Colossal)

This vile creature looks just like a normal dire bat, apart from the huge eye that sits in its head. After tracking down it's prey this beast will dive down and blast everyone with its Confusion Gaze. The bat will home in on a confused target and deliver a fatal blow to its victim's head or chest.

**Author:** [Ferret](#)

## ADVENTURE HOOKS

1. **BEHOLDERS ARE FROM JUPITER:** The one-eye floating gas bags are attempting to conquer the Galilean Moons. It is up to the characters to organize resistance. After fighting off the initial invasion, the characters are sent down into the clouds of Jupiter to puncture the Head Honcho. They must locate a guide to help them find the Beholder's Hideout and then must fight their way through lesser servants to take on the Mastermind behind the invasion.
2. **IN A JOVIAL MOOD:** A rare fungal spore has been released into the air above the British Isles. This spore makes the victim happy yet apathetic. Was the spore released as a terrorist attack or part of an invasion plan? The Moons of Jupiter are known for their expertise in fungal warfare and are filled with suspects.
3. **THE GREAT ROCKET RACE:** A grand prix race through the Moons of Jupiter is scheduled. All the nations of the Solar System will be sending contestants to the race. National Pride is at stake and cheating and handicapping will likely occur both before and after the race. The characters may be participating in the race, hired to defend a contestant or delegation, engaged to sabotage the race, or the characters may be using the race as cover for an act of interstellar espionage. Characters driving in the race can expect a variety of obstacles, dirty tricks, sniper fire from spectators, and unsportsmanlike conduct. Winning the race may result in sponsorship deals, prize money, a lucrative job offer, and the respect and envy of your peers.



**JOVIAN CLOUD  
WHALER**





## SATURN

Saturn is a gas giant surrounded by heavy rings of ice and rock. Similar to Jupiter, the majority of Saturn's planetary mass is gas. It has a rocky core deep beneath its atmosphere, but as with Jupiter, the crushing pressure prevents life from flourishing. Weather patterns are also similar to Jupiter. It has enormous storm cells and weather bands moving in contrasting speeds and directions. Weather bands on Saturn are much faster than

Jupiter's and are extremely hot. Only heavily armored creatures and vessels that are also resistant to heat can survive for long in the atmosphere of Saturn. Unlike other planets the poles of Saturn are superheated storm vortexes that create liquefied metal rain. Life does exist on Saturn in the form of Air and Fire elemental creatures immune to the tearing winds and boiling heat. No currently designed man made vessel is capable of atmospheric travel on Saturn, and so little of the interior of the planet is known. The few stellar cartography missions sent to Saturn have focused on the Moons of the planet and the rings of Saturn. Most biological life forms of Saturn exist within its rings and lunar satellites. Saturn is named after the titan Cronos and all its satellites are named after fellow divine titans.

### RINGS OF SATURN

The rings of Saturn extend outward from the planet in the same plane as Saturn's equator. They are composed mostly of ice and rock dust and would have long since worn away if they were not joined together with monstrous webbing. The rings are the lair of Giant Aether Spiders that feed off the flotsam and jetsam caught in their webs. Many other giant insectoids such as meteor beetles, comet locusts, lunar moths, and solar dragonflies (See d20 Future for Space Creature Template) also reside in the rings of Saturn. The rings are also home to the

Hecatonchires (The Hundred Handed). The name is pure hyperbole since they actually only have four arms and only one head. Hecatonchires are an ancient race that predates the existence of every other race. Regardless of their age they lead very simple lives and have little interest in high technology. They claim that once the solar system was composed of clouds of gas and rock linked together with aether spider webbing. In this ancient era, they could walk from all about the solar system, and had a vast solar empire. As the stellar clouds condensed into planets they were forced to retreat until only Saturn's rings remained of their great empire. This race



uses vermin as food, mounts, and building materials. Most still live the hunter gatherer lifestyle of their forbearers, but some venture out into the solar system as mercenaries and sailors. Their extra set of arms and eyes make them handy in a fight and very skilled in climbing rigging and tying knots. Historically, Hecatonchires were much larger but have evolved into a small form due to fierce resource competition in the Rings.

### **HECATONCHIRES**

**Type:** Monstrous Humanoid

**Size:** Medium (Lifespan, Height, and Weight as Elf).

**Speed:** 30ft land speed

**Racial Attributes:** +2 DEX, -2 INT

**Racial Weapon Proficiency:** Barbed Net and Net Gun Weapon Proficiency

**Racial Abilities:** Dark Vision 60ft, Secondary Arms (Ex): These are not as agile as the primary set but can supplement the activities of the upper limbs. With its secondary arms the creature can hold an object until it is needed and gains a +2 bonus to grapple checks. The secondary arms can also boost the power of a one handed weapon (treat weapon as if used two-handed). The creature can reload a weapon one step quicker (i.e. full action to standard action, standard action to move action, move action to swift action, swift action to free action). Finally the creature can wield a pair of two handed weapons with only a -2 AB penalty to each attack roll made with the pair. The secondary arms lack the individual coordination necessary to employ a shield or weapon alone.

**Racial Skill Bonus:** +2 Use Rope, +2 Climb, +2 Spot.

**Initial Languages:** Saturnian and Common

**Favored D&D Class:** Barbarian

Weapon	Damage	Critical	Damage Type	RI	ROF	Magazine	Size	Weight	GP Value (Purchase DC)
	1d3			10					
Barbed Net	+Entangle	—	Piercing	ft.*	1	—	Med.	10 lb.	25gp (6)
	As Net								600gp
Net Launcher	Fired	—	NA	10 ft.	1	1 Int.	Large	20 lb.	(15)

### **Barbed Net**

A Barbed Net has large fishhooks in the weave and a trailing rope to control netted opponents. You use it to scrape and entangle opponents. When you throw a net, you make a ranged touch attack against your target. A net's maximum range is 10 feet, and you suffer no range penalties to throw it even to its maximum range. If you hit, the target is entangled. An entangled creature suffers a -2 penalty on attack rolls and a -4 penalty on effective Dexterity. The entangled creature can only move at half speed and cannot charge or run. If you control the trailing rope by succeeding at an opposed Strength check while holding it, the entangled creature can only move within the limits that the rope allows. If the entangled creature attempts to cast a spell, it must succeed at a Concentration check (DC 15) or the spell fails. The entangled creature can escape with an Escape Artist check (DC 20) that requires a full-round action. The net has 5 hit points and can be burst with a Strength check (DC 25, also a full-round action). A net is only useful against creatures within one size category of you. For instance, a Small character wielding a net can entangle Tiny, Small, and Medium creatures. A net must be folded to

be thrown effectively. The first time you throw your net in a fight, you make a normal ranged touch attack roll. After the net is unfolded, you suffer a –4 penalty on attack rolls with it. It takes 2 rounds for a proficient user to fold a net and twice that long for a non-proficient one to do so.

### Net Launcher

This is a bulky, compressed air rifle with a conical muzzle that throws a weighted net when fired. Slavers use net launchers, as well as big game hunters and the occasional field researcher hoping to bag a live Shadow creature. Net launchers have a much greater range than a regular thrown net. It takes 10 minutes to reset a net that was previously fired or 1 minute to set the net launcher with a prepackaged net (purchase DC 6, 2 lb. per package).

### RING SPIDER

	<b>Monstrous Spider, Large</b>
	Large Vermin
<b>Hit Dice:</b>	4d8+8 (26 hp)
<b>Initiative:</b>	+3
<b>Speed:</b>	30 ft. (6 squares), climb 20 ft., space 30ft (perfect)
<b>Armor Class:</b>	14 (–1 size, +3 Dex, +2 natural), touch 12, flat-footed 11
<b>Base Attack/Grapple:</b>	+3/+9
<b>Attack:</b>	Bite +4 melee (1d8+3 plus poison)
<b>Full Attack:</b>	Bite +4 melee (1d8+3 plus poison)
<b>Space/Reach:</b>	10 ft./5 ft.
<b>Special Attacks:</b>	Acidic Blood, Poison, Web
<b>Special Qualities:</b>	Fast Healing 5, Cold & Heat Resistance 10, Radiation Resistance (+8 Fort), Breathless, Dark Vision 120 ft., Tremorsense 60 ft., Vermin traits
<b>Saves:</b>	Fort +5, Ref +4, Will +1
<b>Abilities:</b>	Str 13, Dex 17, Con 14, Int —, Wis 10, Cha 2
<b>Skills:</b>	Climb +10, Hide +3*, Jump +1*, Spot +4*
<b>Feats:</b>	Zero G Training
<b>Environment:</b>	Temperate forests
<b>Organization:</b>	Solitary or colony (2–5)
<b>Challenge Rating:</b>	4

The Ring Spider infests the rings of the planets Saturn and Uranus. They are similar to normal spiders but are able to grow to enormous size in the microgravity of Saturn's Rings. These spiders are the dominate predators of Saturn and their webs bind the rings together, making the rings a greater threat to shipping.

#### COMBAT

All monstrous spiders are aggressive predators that use their poisonous bites to subdue or kill prey. Monstrous spiders come in two general types: hunters and web-spinners. Hunters rove about, while web-spinners usually attempt to trap prey. Hunting spiders can spin webs to use as lairs, but cannot use their webs as weapons the way web-spinners can. A hunting spider has a base land speed 10 feet faster than the figures given in the statistics blocks.

**Acid Blood (Ex):** The spider has acidic blood. Each time it takes damage, it deals acid damage to all adjacent creatures and objects as it splatters its blood on them. The amount of damage equals 1d6 per 3 Hit Dice of the creature (rounded down), to a maximum of 5d6 points. A successful Reflex save (DC 15) halves the damage.

**Fast Healing (Ex):** The extraterrestrial has fast healing 5.

**Poison (Ex):** A monstrous spider has a poisonous bite. The details vary by the spider's size, as shown on the table below. The save DCs are Constitution-based. The indicated damage is initial and secondary damage.

Size	Fort DC	Damage
Large	13	1d6 Str

**Web (Ex):** Both types of monstrous spiders often wait in their webs or in trees, then lower themselves silently on silk strands and leap onto prey passing beneath. A single strand is strong enough to support the spider and one creature of the same size. Web-spinners can throw a web eight times per day. This is similar to an attack with a net but has a maximum range of 50 feet, with a range increment of 10 feet, and is effective against targets up to one size category larger than the spider. An entangled creature can escape with a successful Escape Artist check or burst it with a Strength check. Both are standard actions whose DCs are given in the table below. The check DCs are Constitution-based, and the Strength check DC includes a +4 racial bonus.

Web-spinners often create sheets of sticky webbing from 5 to 60 feet square, depending on the size of the spider. They usually position these sheets to snare flying creatures but can also try to trap prey on the ground. Approaching creatures must succeed on a DC 20 Spot check to notice a web; otherwise they stumble into it and become trapped as though by a successful web attack. Attempts to escape or burst the webbing gain a +5 bonus if the trapped creature has something to walk on or grab while pulling free. Each 5-foot section has the hit points given on the table, and sheet webs have damage reduction 5/—.

A monstrous spider can move across its own web at its climb speed and can pinpoint the location of any creature touching its web.

Spider	Escape Artist DC	Break DC	Hit Points
Large	13	17	12

**Tremorsense (Ex):** A monstrous spider can detect and pinpoint any creature or object within 60 feet in contact with the ground, or within any range in contact with the spider's webs.

**Skills:** Monstrous spiders have a +4 racial bonus on Hide and Spot checks and a +8 racial bonus on Climb checks. A monstrous spider can always choose to take 10 on Climb checks, even if rushed or threatened. Monstrous spiders use either their Strength or Dexterity modifier for Climb checks, whichever is higher. \*Hunting spiders have a +10 racial bonus on Jump checks and a +8 racial bonus on Spot checks. Web-spinning spiders have a +8 racial bonus on Hide and Move Silently checks when using their webs

### MOONS OF SATURN

Saturn has many moons. Each moon is named after Titans in Greek Mythology. Saturn has a total of 60 moon of varying size, seven of them are large enough to support an atmosphere. All have growths of space moss and asteroid bonsais that support small ecosystems. Like the rings most moons are 90% ice and dust.

### THE EIGHT LARGEST MOONS OF SATURN



**Mimas** is the closest to Saturn and is one tenth the size of the Moon. This ice moon was hit by a massive meteorite that nearly shattered the planet. Mimas is often called the “Luna Muerta” by superstitious sailors who refuse to land on it. Legend has it that **space ghouls** (space creature template applied to ghoul) infest the ice fields of Mimas. Some claim that the interior of the moon are riddled with

catacombs filled with the bones of ancient star farers. Many claim the catacombs are ruled by the **Lich Mimas** who mummifies all unwelcome trespassers. The accuracy of these myths is doubted by most authorities, since many scholars believe the carnivorous **Hawk Moth** might be the cause of most disappearances on this moon.

### SATURN HAWK MOTH

Large Vermin

<b>Hit Dice:</b>	4d10+4 (26 hp)
<b>Initiative:</b>	+3
<b>Speed:</b>	10 ft. (2 squares), fly 80 ft. (perfect)
<b>Armor Class:</b>	15 (-1 size, +3 Dex, +3 natural), touch 12, flat-footed 12
<b>Base Attack/Grapple:</b>	+4/+12
<b>Attack:</b>	Claw +7 melee (1d6+4)
<b>Full Attack:</b>	2 claws +7 melee (1d6+4) and bite +2 melee (1d8+2)
<b>Space/Reach:</b>	10 ft./5 ft.
<b>Special Attacks:</b>	Green Slime Bile
<b>Special Qualities:</b>	Low-light vision, evasion
<b>Saves:</b>	Fort +5, Ref +7, Will +3
<b>Abilities:</b>	Str 18, Dex 17, Con 12, Int 10, Wis 14, Cha 10
<b>Skills:</b>	Knowledge (nature) +2, Listen +6, Sense Motive +4, Spot +15, Survival +3
<b>Feats:</b>	Alertness, Flyby Attack
<b>Environment:</b>	Temperate mountains
<b>Organization:</b>	Solitary, pair, or eyrie (5–12)
<b>Challenge Rating:</b>	4
<b>Treasure:</b>	None
<b>Alignment:</b>	Usually neutral evil
<b>Advancement:</b>	5–8 HD (Large); 9–12 HD (Huge)
<b>Level Adjustment:</b>	+2 (cohort)

A typical hawk moth stands about 5 feet tall, has a wingspan of up to smaller cousins in nearly every way except size. It weighs about varieties of giant moths can be found throughout the solar unique to Saturn's Moons. Hawk moths speak Common

#### COMBAT

A hawk moth typically diving earthward at cannot dive, it uses its to strike at its A solitary hawk patrolling in the ignores creatures that A mated

to  
**Green**  
then the hawk  
"Green Slime"  
dungeon hazard.  
uses it as a

#### **Evasion (Ex):**

Reflex save for

**Skills:** Hawk moths have a +4 racial bonus on Move Silently checks.

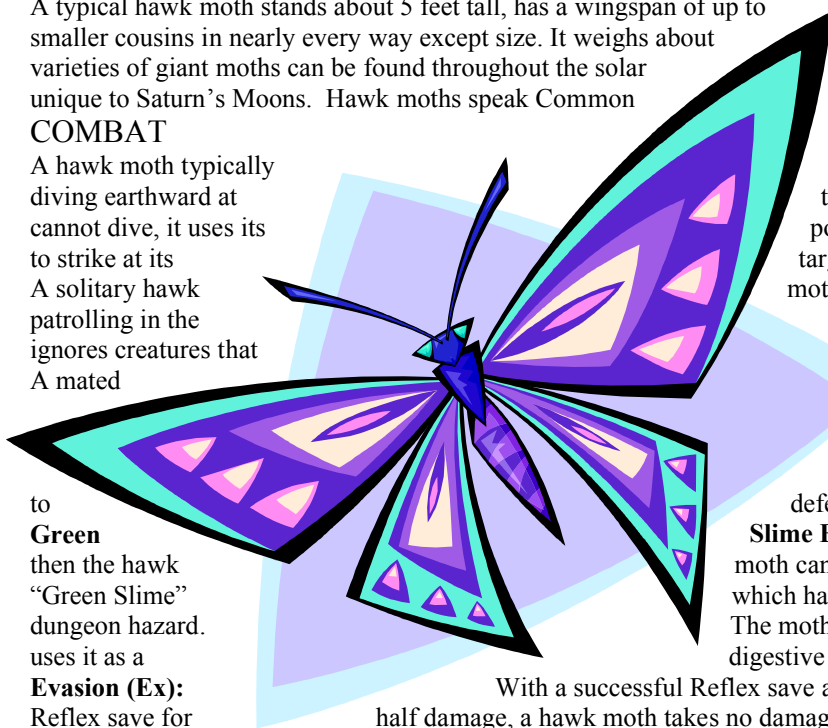
20 feet, and resembles its 500 pounds. Different system, but Hawk Moths are and Auran.

attacks from a great height, tremendous speed. When it powerful talons and slashing beak target's head and eyes. moth is typically hunting or vicinity of its nest and generally do not appear threatening. pair attacks in concert, making repeated diving attacks to drive away intruders, and fights to the death defend their nest or larval hatchlings.

**Slime Bile (Ex):** If both claw attacks hit moth can spray the target with a blast of which has the same effect as the standard The moth is immune to green slime and digestive enzyme.

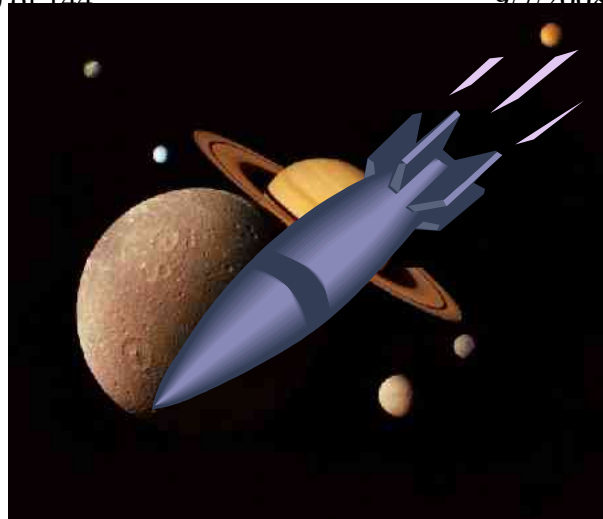
With a successful Reflex save against an attack that allows a half damage, a hawk moth takes no damage.

**Enceladus** is 15% the size of the Moon. It is often called the "Mirror Moon" because it reflects nearly all the sunlight directed at it. The moon is also volcanically active and a constant rainfall of molten lead and aluminum is constant on this planet. For those who brave the environmental hazards, this moon is a metallurgical treasure house. The native sentient race on this moon is the **Nerra** (Fiend Folio).





**Tethys** is 30% the size of the Moon. This moon is named after the Titaness Tethys who is the mother of all chief rivers known to the Greeks (Nile, Alpheus, and Maeander). She is also the patron deity of the Oceanids (descendents of her 3000 daughters) who inhabit this moon. Considered as an embodiment of the fresh waters of the world she also may be seen as a counterpart of Thalassa, the embodiment of the salty seas. Oceanids conform to the race of **Aquatic Nymphs** (30ft Swim, 20ft land, breathe underwater only, stay on land for 2 rounds per CON point).



**Dione** is 33% the size of the Moon. She was the mother of Aphrodite and daughter of the Titan Atlas. She is also the mother the race called the Anaeasans. This ancient people were forced from their original home when it fell to alien invaders. They wandered the solar system until they found a home on this icy jewel in orbit around Saturn. Anaeasans are treated as **Half-Elves** with the modifiers given below.

1. Gains "Cold Endurance" (Ex): +4 on Fortitude save versus freezing temperatures.
2. No racial bonus on Diplomacy checks: Their transient nature prevents arctic half-elves from being as well trusted as their normal counterparts.
3. +2 racial bonus on Survival checks: Arctic half-elves spend a great deal of time traveling between elf and human settlements, and are accustomed to surviving in the wilderness.

**Rhea** is 45% the size of the Moon. Rhea is named after the Titaness who gave birth to all the Olympian Gods. The Titan Cronos (Saturn) attempted to devour all his children so they would not threaten him, but Rhea hid the baby Zeus from him. When Zeus grew up he slew Kronos and released all his swallowed brothers and sisters. Zeus imprisoned the titans in Tartarus and made his brother Hades their warden. Rhea is the most fertile moon of Saturn with a bountiful ocean despite its icy crust. The native intelligent species of Rhea is the Kuretes (equivalent to **Lillends** with Cold rather than Fire Resistance). Rhea is covered with ice volcanoes. Unlike lava formations, these cryogen volcanoes erupt with frozen material that spews across the surface.



**Titan** is the largest satellite and is 50% larger than the Moon. Titan is the only moon with unique artificial life form. These creatures correspond to the **Inevitables**. Inevitables are constructs whose sole aim is to enforce agreements and punish deceit. What is known about these creatures is that they originated in another Solar System and were constructed by an automated factory ship on arrival to this Solar System. Scholars believe that their initial directive was to terra-form planets for their constructors, but this

mission has evolved or warped over time into a creed with the goal to bring “order” to the solar system. It is the nature of these creatures that each usually works separately from the others. As a group they can not be defeated, as witnessed first hand by the recent defeat of Britannia invasion force. Many scholars believe that the Factory has designed and abandoned many versions of mechanical minions based on the life forms it encounters. **Clockwork Spiders** many be based on the Spiders initially observed in the rings of Saturn. **Automatons** may be based on the Giants native to Jovian Planets. If this is true, then Inevitables are the latest construct design based on the humanoids native to terrestrial planets.

**Iapetus** is the farthest from Saturn and is 40% the size of the Moon. It has a number of mysterious geological formations. An equatorial ridge runs around the moon separating the north and southern hemispheres. Additionally the moon is distinctly two tones. One side of the moon is silvery in color but the opposite side is dark reddish in color. Similar to Earth’s Moon, this moon rotates slowly and always shows the same face to Saturn. The deity Iapetus is father to both Prometheus and Atlas, and is the cause of the equatorial ridge. His children were constantly fighting with each other and set fire to half the moon during their constant warfare. To end the fighting, Iapetus raised and impassible mountain ridge between his two peoples. The introduction of airships is threatening to reignite the warfare stopped long ago. Only on Iapetus are **Lizardfolk** adapted to the frigid temperatures (they gain “Cold Endurance”; see above).



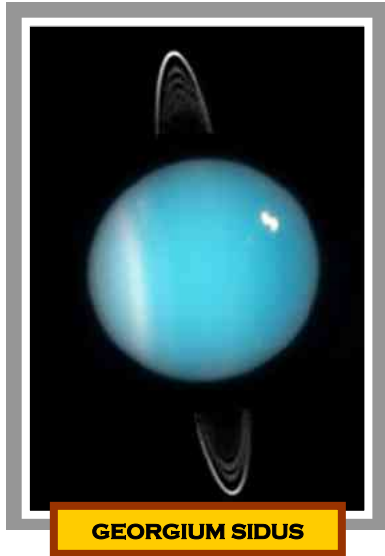
**Hyperion** is the largest of the irregularly shaped moons. This moon is named after the Titan god of the Sun. He is famous for his understanding of the motions of the planets, moons, and stars. Hyperion has the largest telescopic array in the known Solar System and is used by Britannia to explore the planets and solar system bodies outside the reach of the Golden Roads. The great distance from the sun allows this facility to see objects invisible to

observatories located on terrestrial planets. This facility was not built by human hands but was discovered and restored by the British Empire.

### ADVENTURE HOOKS

1. **Saturn Bound:** Your adventure party is task with the exploration of Saturn. You may be exploring one of the moons for ancient artifacts or mineral resources, on a stellar cartography mission to Hyperion, escorting a merchant fleet touring the Moons of Saturn, or on a Bug Hunting Safari in the Ice Rings. Getting safely to Saturn is an adventure in itself since the ship will stop at each planet along the way to refuel, restock, and repair damage.
2. **Ice Harvest:** A scientific breakthrough is found at Saturn frozen in the ice (possibly by the adventure party). This discovery can be xenobiological, technological, religious, anthropological, archeological, anachronistic, or all of the above. Bringing this frozen block safely and secretly back to Earth for

- intensive study will be an arduous and dangerous journey. Even the fastest rocket ship will need to stop at each planet along the way to gather food and fuel. Spies and pirates will have plenty of time to set traps for the player character's convoy that will require both guile and aggression to overcome. The nature of the discovery will determine how it is viewed at home and the controversy it creates.
3. **Golden Frontier:** Humans rarely venture beyond Jupiter since the Golden Roads used to travel rapidly from planet to planet become unstable the farther you travel from the Sun. Scientists are always experimenting with new technologies for advancing this limit. Your team may be charged with crewing, defending, or recovering a new prototype launched towards Saturn. Mischance may lead to a crash landing in hostile territory with only the skills and talents of the PC group to defend the ship and survive in an alien environment while restoring flight systems.
  4. **Rings of Death:** The PC crew is forced to circumnavigate the Rings of Saturn. They may be part of a mapping expedition, looking for criminals, searching for treasure, or part of a rescue mission. Flying through the rings is extremely dangerous to the infestation of Ring Spiders. The ships of many Solar Empires are hopelessly entrapped within their dusty webs. When the heroes exit their ship they will be forced to scale over the jumbled blocks of ice and hack their way through ancient cobwebs in zero gravity. They will likely encounter a host of aether insects (entomomorphs) and may lose their way in this sticky labyrinth. The maze may befuddle map makers, fugitives may circle round the characters and attempt to steal their ship, or an ancient ruin has become the main hive for a colony of extraterrestrial space wasps, and victims already converted into undead.
  5. **Contract Killer:** The characters have broken a shipping contract with their client. They may have crashed due to an aether storm, had their cargo stolen by dock thieves, or had their ship sabotaged by competitors. For breaking their contract, the heroes have gained the attention of Titan. If the Inevitable assigned their case is destroyed a more powerful construct will be assigned until the characters fulfill their contractual obligations, are released from the contract, or are killed.
  6. **The Milky Way Run:** The characters are passengers on the Atlas Star Liner that ferries the rich and poor alike in an annual loop between Mercury and Saturn. The Atlas claims to be the grandest aethership in the Solar System, but it is certainly the largest. It has every gratification for the wealthy but minimal care is given to the "steerage" (poorer passengers) and ship's crew. The casinos, zero-g gardens, spas, dance clubs, theaters, and artworks contained within the ship are famous through the solar system. The ship also ferries humble emigrants and contract laborers to their new extraterrestrial colonies, lunar factories, and asteroid mines. The Atlas itself is composed of linked ship hulls, hollowed out metallic asteroids, and vast steel tube habitat wheels all propelled by a set of massive hydrogen thrusters and an Alchembec Crucible used to enter the "Golden Roads". The PC group can be passengers, ship crew, or stowaways. The adventure aboard may be a murder mystery, a cloak and dagger thriller, a fugitive chase, a clash with pirates, a factional mutiny, or a battle for survival when the ship begins to flounder. PC's may become heroes of the hour or be judged criminally incompetent based on their actions dealing with the crises that emerge during the journey.



## GEORGIUM SIDUS (URANUS)

Uranus (called Georgium Sidus by stuffy Britannia) is the seventh planet from the Sun and the third-largest and fourth-most massive planet in the solar system. Georgium Sidus is unlike all other planets of the solar system in nearly every way. It was named by its discoverer (William Herschel) a British astronomer after King George III. Later other Non-British scholars styled the planet Uranus the father of Cronos (Saturn) and Grandfather of Zeus (Jupiter) but on Britannia's star charts it remains Georgium Sidus. Unlike any other planet the axial tilt of the planet is parallel to its orbital plane. This means that each pole is exposed to the full force of the Sun once each year. The shear distance to the

Sun means that this planet is darker and colder than those nearer the Sun and is the coldest planet in the Solar System due to its low core temperature. Like Saturn, Georgium Sidus has an equatorial ring of ice and rock. Georgium Sidus has a huge population of "fey" creatures for reasons not understood by modern scholars. These fey are ideally suited to the frozen winds of the planet. It also has 27 large moons named after their individual faerie rulers. Generally the planet is a jewel like blue and spotted covered with bands of puffy white clouds which make it look friendly and inviting despite its frigid temperatures. No official space mission from Earth has been sent to Georgium Sidus due to the fact that the Golden Roads become impossible to travel safely beyond Jupiter.

## TOPSY-TURVY PLANET

Uranus's axis of rotation lies on its side with respect to the plane of the solar system, with an axial tilt of 98 degrees. This makes its exchange of seasons completely unlike those of the other major planets. Other planets can be visualized to rotate like tilted spinning tops relative to the plane of the solar system, while Uranus rotates more like a tilted rolling ball. Near the time of Uranian solstices, one pole faces the Sun continually while the other pole faces away. Only a narrow strip around the equator experiences a rapid day-night cycle, but with the Sun very low over the horizon as in the Earth's Polar Regions. At the other side of Uranus' orbit the orientation of the poles towards the Sun is reversed. Each pole gets around 42 years of continuous sunlight, followed by 42 years of darkness. The local inhabitants either adapt to nocturnal living or spend extensive time in deep hibernation.



## CORKSCREW MAGNETIC FIELD

The extreme axial tilt combined with the fact that the planet's magnetic field does not emerge from the planet's core means that no Earthly compass or system of navigation will function properly on Georgium Sidus. Even creatures that are never lost will lose all

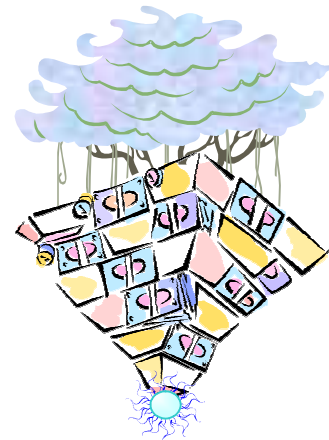
sense of direction on this planet. These magnetic fields buffet ships entering orbit and make electronic devices unreliable (50% chance of failure on each use).

### THE GREAT PLANETARY CLOCK

Due to the rings and the 98\* axial tilt of Georgium Sidus, the planet combined with its rings resembles a clock face. The moons of the planet race around like watch hands. Some scholars have theorized that some divine power or ancient civilization intentionally altered the properties of this planet to act as a timer. Theories abound about the purpose of this immense clock. Some believe it counts down to the return of ancient alien power or the destruction of our Solar System. Others believe it is an ancient calendar that marks by lunar conjunction the arrival of comets, solar flares, meteor storms, and other stellar phenomenon. A few religions believe that the mythical race of the **solar titans** (Standard D&D titans modified by Space Creature Template) was imprisoned by Jupiter within the planet for crimes against the Gods. It is also believed that at rare lunar conjunction, the walls of their prison briefly weaken allowing a chance of escape.

### ICE PYRAMIDS

Some ice blocks floating in the heavens of "Georgium Sidus" are carved into temples to the gods Ouranos and Gaea. These temples are often homes to winged celestial creatures and angels. The temples are shaped like inverted pyramids or ziggurats supported by a massive Celestial Blue Icarus Tree sprouting from the base of the pyramid. The peak of the pyramid is often burns with a blue flame which symbolizes the divine power of the temple and can be channeled to defend the pyramid from attack. These pyramids are very similar to the designs used by the Numidean Theocracy and can be subverted into interplanetary portals.



### PEOPLES OF THE SKY



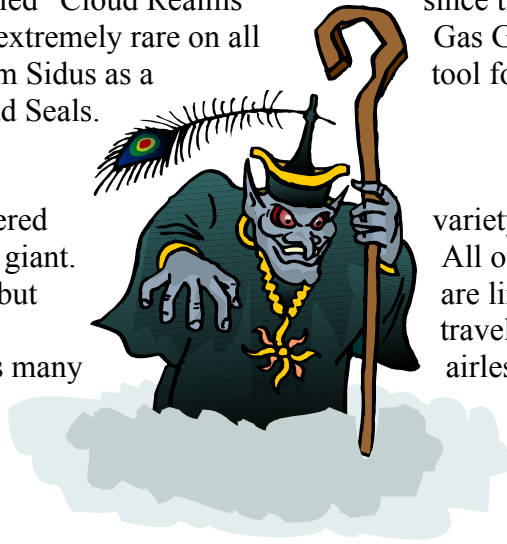
Uranus fathered many children with his consort Gaea. The Divine Titans (6 males and 6 females), the Hundred Handed, and the Cyclopes are all his children. When his son Cronos castrated him, from his blood which spilled onto the Earth came forth the Gigantes (giants), the three avenging Furies (medusa variants), Meliae (ash-tree nymphs) and the Telchines. From Cronos's genitals thrown



into the sea came forth Aphrodite (Venus). Many corporeal creatures live on the massive floating icebergs lifted by Icarus Trees frozen within like Popsicle sticks. These floating ice blocks of ice are often called "Cloud Realms" since they are habitually surrounded by fog. Metal is extremely rare on all Gas Giants but is especially prized on Georgium Sidus as a tool for carving ice and hunting Air Whales and Cloud Seals.

## ASTRO GIGANTES

The most frequently encountered in Georgium Sidus is a space giant. on or around Georium Sidus but cloud realms, Astro Gigantes Georgium Sidus as well as its many believe they are natural attempt to dominate other local fiefdoms. Space on archaic bows and swords.



variety of gigantes (giant) All other giant races exist are limited to their own travel along the rings of airless moons. They leaders and races and establish Giants often rely

### ASTRO GIGANTES (SPACE GIANT)

	Huge Giant
<b>Hit Dice:</b>	19d8+133 (218 hp)
<b>Initiative:</b>	+2
<b>Speed:</b>	35ft (7 squares), Burrowing 10ft (soft earth), Space Flight 30ft (perfect) in breastplate; base speed 50ft, Burrow 25ft, Space Flight 30ft.
<b>Armor Class:</b>	27 (-2 size, +2 Dex, +12 natural, +5 breastplate) touch 10, flat-footed 25
<b>Base Attack/Grapple:</b>	+14/+36
<b>Attack:</b>	Greatsword +26 melee (4d6+21/19-20) or slam +26 melee (1d6+14) or composite longbow (+14 Str bonus) +14 ranged (3d6+14/x3)
<b>Full Attack:</b>	Greatsword +26/+21/+16 melee (4d6+21/19-20) or 2 slams +26 melee (1d6+14) or composite longbow (+14 Str bonus) +14/+9/+4 ranged (3d6+14/x3)
<b>Space/Reach:</b>	15 ft./15 ft.
<b>Special Attacks:</b>	Spell-like abilities
<b>Special Qualities:</b>	Freedom of movement, immunity to electricity, dark vision 120ft, low-light vision, rock catching, breathless, Fire & Cold Resistant 20,
<b>Saves:</b>	Fort +17, Ref +8, Will +13
<b>Abilities:</b>	Str 37, Dex 14, Con 25, Int 16, Wis 20, Cha 15
<b>Skills:</b>	Climb +19, Concentration +27, Craft (any one) +13, Diplomacy +4, Intimidate +12, Jump +23, Listen +15, Perform (sing) +12, Sense Motive +15, Spot +25, Swim +9*
<b>Feats:</b>	Awesome Blow, Cleave, Combat Reflexes, Improved Bull Rush, Improved Sunder, Iron Will, Power Attack, Zero-G Training
<b>Environment:</b>	Warm mountains
<b>Organization:</b>	Solitary or family (2-4 plus 35% noncombatants plus 1 sorcerer or cleric of 7th-10th level plus 1-2 space krakens, 2-5 stellar griffons, or 2-8 lagrange sharks)
<b>Challenge Rating:</b>	14
<b>Treasure:</b>	Standard coins; double goods; standard items
<b>Alignment:</b>	Often chaotic good
<b>Advancement:</b>	By character class
<b>Level Adjustment:</b>	—

Space giants have mars black to midnight blue skin. Space giants have bright gold and platinum hair with silvery gray or golden eyes. Adults are about 21 feet tall and weigh about 12,000 pounds. Space giants can live to be 600 years old. Space giants' garb is usually a short, loose tunic belted at the waist, sandals or bare feet, and a headband. They wear a few pieces of simple but finely crafted jewelry, anklets (favored by barefoot giants), rings, or circlets being most common. They live quiet, reflective lives and spend their time musing about the world, composing and playing music, and tilling their land or gathering food.

#### COMBAT

Space giants use weapons and spell-like abilities instead of throwing rocks. Their composite longbows have a range increment of 180 feet but have 20 RI in zero gravity.

**Spell-Like Abilities:** 1/day—*call lightning* (DC 15), *chain lightning* (DC 18). Caster level 15th. 2/day—*control weather*, *levitate*. Caster level 20th. The save DCs are Charisma-based.

**Freedom of Movement (Su):** Space giants have a continuous freedom of movement ability as the spell (caster level 20th). The effect can be dispelled, but the storm giant can create it again on its next turn as a free action.

**Breathless (Ex):** Space giants have no need to breathe since they produce their own oxygen internally.

**Fire and Cold Resistance (Ex):** Space giants have 20 points of resistance to fire and cold damage.

#### SPACE GIANT CHARACTERS

About 20% of adult space giants are sorcerers or clerics. A space giant cleric has access to two of the following domains: Chaos, Good, Protection, or War.

#### FURIES

In mythology the Furies were devoted to taking vengeance on those that wronged others or offended the Gods. The Furies are three different extraterrestrial variations of the **medusa** breed including Alecto ("Unceasing"), Megaera ("Grudging"), and Tisiphone ("Avenging Murder"). Furies often work as mercenaries, assassins, and enforcers and can be found anywhere in the solar system. The adjustments below are made to the common medusa (MM1) to change them into the more exotic Furies.

- **ALECTO:** The Alecto medusa gains Swim Speed: 30ft instead of land speed, breathe underwater, +3 AC natural armor, Fast Healing 5, and +1 CR. This type of Fury is most common to aquatic environments.
- **MEGAERA:** The Megaera medusa gains Burrow Speed: 15ft in addition to land speed, DR 5/-, Scent ability, Blindsight (60ft, sonic), Acidic Blood (Ex): The extraterrestrial has acidic blood. Each time it takes damage, it deals acid damage to all adjacent creatures and objects as it splatters its blood on them. The amount of damage equals 1d6 per 3 Hit Dice of the creature (rounded down), to a maximum of 5d6 points. A successful Reflex save (DC 15) halves the damage. Light Sensitivity (-1 attack roll in bright light), and +2 CR. This type of Fury is common to asteroids, rocky moons, and terrestrial planets.
- **TISIPHONE:** Gains Space Flight: 30ft (perfect) in addition to land speed, Fire and Cold Resistance 10, Dark Vision 120ft, Radiation Resistance (Ex): +8 on saves, Breathless, -2 STR, +2 CON, Zero-G Training, and +1 CR. This type of Fury is almost always found in outer space.

#### ASH TREE NYMPHS

These creatures are not nymphs at all but are a variety of extraterrestrial **dryad** which has bonded with a frost resistant variety of Icarus Tree floating in the upper atmosphere of Georgium Sidus.

## ASH TREE NYMPH

	Medium Fey
<b>Hit Dice:</b>	4d6 (14 hp)
<b>Initiative:</b>	+4
<b>Speed:</b>	Fly 60ft (Poor), Has no legs.
<b>Armor Class:</b>	17 (+4 Dex, +3 natural), touch 14, flat-footed 13
<b>Base Attack/Grapple:</b>	+2/+2
<b>Attack:</b>	Dagger +6 melee (1d4/19–20) or masterwork longbow +7 ranged (1d8/x3)
<b>Full Attack:</b>	Dagger +6 melee (1d4/19–20) or masterwork longbow +7 ranged (1d8/x3)
<b>Space/Reach:</b>	5 ft./5 ft.
<b>Special Attacks:</b>	Spell-like abilities
<b>Special Qualities:</b>	Damage reduction 5/cold iron, tree dependent, wild empathy
<b>Saves:</b>	Fort +3, Ref +8, Will +6
<b>Abilities:</b>	Str 10, Dex 19, Con 11, Int 14, Wis 15, Cha 18
<b>Skills:</b>	Escape Artist +11, Handle Animal +11, Hide +11, Knowledge (nature) +11, Listen +9, Move Silently +11, Ride +6, Spot +9, Survival +9, Use Rope +4 (+6 with bindings)
<b>Feats:</b>	Great Fortitude, Weapon Finesse
<b>Environment:</b>	Temperate forests
<b>Organization:</b>	Solitary or grove (4–7)
<b>Challenge Rating:</b>	3
<b>Treasure:</b>	Standard
<b>Alignment:</b>	Usually chaotic good
<b>Advancement:</b>	By character class

**Level Adjustment:** —

An ash tree nymph's delicate feminine features, though her flesh is like silvery fine wood, and her hair is like a canopy light blue leaves. She is humanoid but her legs are replaced with long tapering vines that link her to her tree (900ft long). The fey can fly without any apparent wings. During the 42 year long winter the nymph is withered like an old woman, but during the summer it appears young. The bond it has with its tree allows it too survive on minimal food and water. Ash Tree Nymphs speak Common, Elven, and Sylvan.

## COMBAT

Shy, intelligent, and resolute, dryads are as elusive as they are alluring—they avoid physical combat and are rarely seen unless they wish to be. If threatened, or in need of an ally, a dryad uses *charm person* or *suggestion*, attempting to gain control of the attacker(s) who could help the most against the rest. Any attack on her tree, however, provokes the dryad into a frenzied defense.

**Spell-Like Abilities:** At will—*entangle* (DC 13), *speak with plants*, *tree shape*; 3/day—*charm person* (DC 13), *deep slumber* (DC 15), *tree stride*; 1/day—*suggestion* (DC 15). Caster level 6th. The save DCs are Wisdom-based.

**Tree Dependent (Su):** Each dryad is mystically bound to a single, enormous Icarus Tree native to Georgium Sidus and must never stray more than 300 yards from it. Any who do become ill and die within 4d6 hours. A dryad's oak does not radiate magic.

**Wild Empathy (Ex):** This power works like the druid's wild empathy class feature, except that the dryad has a +6 racial bonus on the check.

**Sonic Shriek (Su):** Once every 1d4 rounds, the extraterrestrial dryad's scream affects a 30-foot cone. The dryad's sonic weapon deals 4d6 sonic damage (1d6 per HD) to all opponents within the cone shaped effect. Targets that make successful 12 DC Reflex saves take half damage (DC 10 + 1/2 creature's HD + creature's Con modifier).

**Cold Resistance (Ex):** The extraterrestrial dryad gains cold resistance 10.

## TELCHINES

The Telchines are a common minor fey creature of Georgium Sidus. They have gray skin with golden multifaceted eyes, and have a natural talent with magic. Blue antennae replace a nose and only a thin slit for a mouth. Telchines tend to wear heavy furs with

large hoods. They thrive in the frozen branches of native Icarus Trees but the most powerful create Cloud Castles that function as both home and seat of power. Telchines have no elaborate government since most do as they wish unless prevented by someone with greater magical power. The Telchines worship the God Uranus and his consort Gaea. They are fierce foes of giants and are infused with birth magic that gives them the ability to reshape ice.

SIZE: Small Fey

SPEED: 20ft, Burrow 10ft (Ice only)

RACIAL PROFICIENCIES: Simple and Martial (or Archaic)

RACIAL ATTRIBUTES: -2 STR, +2 DEX, +2 WIS, -4 CHA

RACIAL ABILITIES:

- **+1 Racial Attack Bonus against Giants**
- **Resist Cold (Ex):** The creature can resist 5 points of cold damage.
- **Create Ice (Sp):** Once per day, the Telchines can conjure one cubic foot of ice per HD in any shape he or she desires. A craft check is required to create a specific object. Ice has zero hardness and 3 Hit Points per inch of thickness.
- **Ray of Frost (Sp):** Cast "Ray of Frost" twice per day at HD CL (INT based).



RACIAL SKILLS: **Iccunning (Ex):** Telchines can apply a +2 bonus to Search checks to spot traps and abnormalities in structures and natural features made of ice or stone. The fey can automatically make a Search check if she comes within 10ft of unusual features and never loses her direction underground. +2 on all Balance checks, +2 on all Climb checks.

INITIAL LANGUAGES: Uranian and Common

FAVORED D&D CLASS: War Mage

Level Adjustment: +0

### MOONS OF GEORGIUM SIDUS



The five largest moons of Georgium Sidus are ruled by five different fey monarchies. The two largest monarchies are the Seelie Court ruled by Titania and the Unseelie Court ruled by Oberon. Ariel is home the Masque Bands that rebelled from feudal rule of other fey. Umbriel is both the ruler and dark planet of the Slyph. Tiny Miranda is the Duchy of the Petals and other tiny fey.

**TITANIA**

Titania is the largest moon and home of the Seelie Court. The Seelie Court is both a philosophical movement and monarchy. It is the firm belief of the Seelie Court that blood purity is vital to magical power and longevity of their race. The Seelie Court stresses purity in their members and politics. Titania is ruler of the moon and is extremely xenophobic. Intruders in her domain will be attacked and chased out.

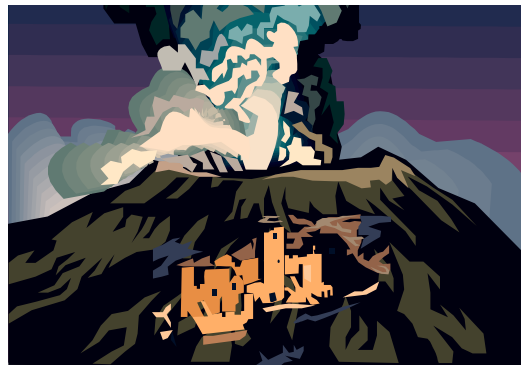
**OBERON**

Oberon is the second largest moon of Georgium Sidus. Oberon, the ruler of the Unseelie Court, encourages diversity and transformation. He often plays tricks on others and is extremely fond of games. The ruler can be a great friend to

those who please him and a deadly foe to those that offend him. The Unseelie Court includes many Half-Fey among its members.

**UMBRIEL**

Umbriel is coated in a layer of ash and smoke. Unlike all the other fey moons, Umbriel has greedily embraced the Industrialization Revolution. Umbriel is a sylph who rules his fellows with a steel fist. His “Iron Court” attempts to ride the wave of scientific innovation started by Britannia’s push into the Aethersphere into greater power for his court. Umbriel will attempt to purchase any “scientific” devices brought within his reach with his “faerie gold”. If this approach fails, he will “nationalize” (steal) any object that is deny him. Umbriel’s Iron Court is populated by fey that are unaffected by “cold iron” such as gremlins, cobbler goblins, toadstools, and sprocket gnomes (Iron Kissed). The Sylph is the indigenous race of Umbriel and is very skilled in metal working.

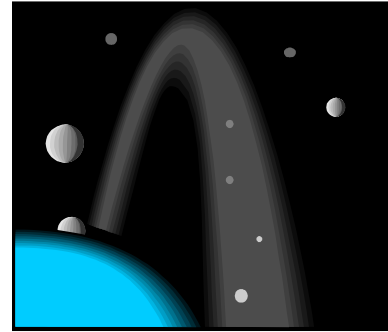
**SYLPH**

Sylphs are considered “Iron Kissed” fey because not only are they unaffected by cold iron; they have a fondness for working with metal. The Sylph is a natural locksmith. It is highly skilled at creating complex mechanical locks (including combination locks, time locks, and safes) as well as opening them as well. The Sylph is extremely thin and has tiny vestigial wings that are useless for flight. The skin and hair of the Sylph is chalk white and they have a fondness for black

clothing. Its eye color changes with its mood: red when angry, blue when sad, green when jealous, and yellow when frightened. Otherwise it is normally pale violet.



Sylph love riddles, puzzles, and similar mental challenges and often create puzzle locks rather than conventional key locks. Their tiny bodies and thin limbs allow them to pick human sized locks barehanded. Sylph hand weapons often multifunction as masterwork locksmith tools.



**SIZE:** Tiny Fey (0ft reach, must enter an opponents square to attack with most melee weapons which provokes an attack of opportunity).

**SPEED:** 20ft

**RACIAL ATTRIBUTES:** -4 STR, -2 CON, +2 INT

**RACIAL ABILITIES:**

- Low Light Vision (Ex): double normal human range in twilight
- Rusting Grasp (Sp): Cast the rusting grasp spell once per day at HD CL (CHA based). Only a sylph with a CHA score of 14 or higher can use this spell.
- Magnetic Aim (Su) Any metallic tipped weapon used by the character gains a +1 attack bonus and against Metallic targets (i.e. iron golems, plate armor, etc.)
- Internal Compass (Su) The creature can detect strong magnetic fields and always knows what direction is north.
- +1 attack bonus and +4 AC Dodge bonus against "Constructs".
- Forge Charmed Lock (Su): The sylph is extremely skilled in creating mechanical locks. She can also instill within any lock she designs a mystical bonus that makes the lock more difficult to sunder, pick, and burst. Creating mystic locks is similar to providing a magical bonus to armor. The bonus instilled into the lock is added to the lock's AC, hardness, and as a modifier to the lock's normal Lock Picking DC and Burst Check. The total bonus added to a lock can not exceed a +5 but up to a +10 bonus can be added in the form of Energy Resistance, Blinding (flashes when picked twice), Glamered (lock is disguised as a knot, ribbon, or string), Invulnerability, Reflecting (one spell attack per day), Shadowed (hard to find lock), Spell Resistance, and other purely defensive magic armor special abilities of a similar nature. The lock must be of masterwork quality but can be composed of any type of metal. Enchanting the lock has the same component and experience point cost as enchanting a suit of armor.

**RACIAL SKILLS:** +2 bonus on Disable Device, Pick Locks, and Craft (Lock) checks.

**RACIAL WEAPON PROFICIENCIES:** Simple and Martial (or Archaic) Weapons.

**INITIAL LANGUAGES:** Common and Sylvan

**FAVORED D&D CLASS:** Rogue

**LEVEL ADJUSTMENT:** +0



### **ARIEL**

Ariel was once enslaved by a powerful fiend but they were able to gain their freedom and drive out their demonic suppressors. The fey of Ariel love parties, music, and dancing. They love to play tricks and prize freedom above all else.

The Masque Bands are named after the practice of the inhabitants

of Ariel to always wear masks at all times. Any visitor to the planet will also be required to wear a mask since they consider a bare face an act of rudeness. The quality of your mask is an indication of your rank within the community. Anyone can challenge you to a duel for your mask. These duels are usually fought to first blood or until one side yields. The ruler of the his or her mask (The Ariel Mask) The ruler of Ariel must be a her leadership is under constant retain the Ariel Mask. This has led to spontaneously to make a judgment rivals can locate him or her to



Masque Bands is identified by and is not a specific individual. fearsome individual because his or challenge and he must often fight to a secretive ruler who appears but quickly disappears before political challenge the Ariel to mortal combat.

The Masque Bands delight in illusion the offensive and defensive abilities moon of Caliban was also once enslaved but has become Ariel's chief rival and a constant state of low level warfare exists between the two moons. Caliban is populated by pig faced orcs, half-orcs, and hags.

## MIRANDA

Miranda is a tiny moon of open tundra and arctic blossoms. This moon is home to various "Tiny" and even smaller breeds of fey. Oversized intruders are unwelcome on this moon and will find themselves under a constant barrage of tiny arrows and magic. The Blue Myte is a species of fey unique to the moon of Miranda.

## BLUE MYTE

The Blue Myte is difficult to see with the unaided eye and is often mistaken for an insect at a distance. Blue Mytes are individually very weak but combined in swarms to accomplish great deeds and fight enemies.

The swarm is extremely skilled at hiding in plain sight since each of its component mytes is so miniscule (FINE creatures).



	Large Fey (Swarm)
<b>Hit Dice:</b>	8d8+15 (55hp avg)
<b>Initiative:</b>	+5
<b>Speed:</b>	20ft, Flight 40ft (perfect)
<b>Armor Class:</b>	18 (+5 Dex, +4 Insight, -1 Size)
<b>Base</b>	+4 (Can't Grapple)
<b>Attack/Grapple:</b>	
<b>Attack:</b>	Swarm (2d6 slashing + Freeze Muscles)
<b>Full Attack:</b>	Swarm (2d6 slashing + Freeze Muscles)
<b>Space/Reach:</b>	10ft x 10ft/ 0ft reach
<b>Special Attacks:</b>	Freeze Muscles (Su), Flame Strike (Sp): 1/day, Death Frost (Su)
<b>Special Qualities:</b>	Swarm Traits (Ex); Low-light Vision (Ex); Immunities (Ex): Immune to Cold, Critical Hits, Weapons, Single Target Spells, Energy Drain, Mind Affecting Effects, Petrification, Polymorph, Sleep, Paralysis, and Stunning
<b>Saves:</b>	+5 Fort, +11 Reflex, +9 Will

<b>Abilities:</b>	<b>As a swarm: 10 STR, 20 DEX, 16 CON, 10 INT, 16 WIS, 14 CHA</b>
<b>Skills:</b>	<b>Hide +25, Move Silently +9, Spot +8, Listen +8</b>
<b>Feats:</b>	<b>Alertness</b>
<b>Environment:</b>	<b>Frozen moon of Miranda</b>
<b>Organization:</b>	<b>Single swarm or 1d6 swarm clouds</b>
<b>Challenge Rating:</b>	<b>8</b>
<b>Treasure:</b>	<b>Standard</b>
<b>Alignment:</b>	<b>Usually Chaotic Neutral</b>
<b>Advancement:</b>	<b>9 to 15 (Huge Swarm)</b>
<b>Level Adj.:</b>	<b>NA</b>

## COMBAT

The blue myte swarm often ambushes targets by hiding until its victims are within easy reach. The razor wings of the swarm inflict slashing damage on all targets within the swarm at the end of a round and may freeze muscles inflicting 1d3 STR damage.

**Freeze Muscles (Su):** Any creature damaged by the swarm attack must make a Fortitude Save (DC = 10 +50%HD +CON modifier of the swarm) or suffer 1d3 STR damage.

**Flame Strike (Su):** The blue myte swarm can cast "Flame Strike" with a caster level equal to its HD total. (Wisdom Based spell DC). Flame Strike can only be used once per day and creates a tower of blue flame.

**Death Frost (Su):** When a swarm is reduced to zero it explodes in a freezing cloud of dust which inflicts Cold and Piercing damage is equal to 1d6 per Hit Dice of the swarm, to a maximum of 15d6 points to all targets within 5ft of the swarm.

## SWARM TRAITS

In order to attack, a single swarm moves into opponents' spaces, which provokes an attack of opportunity. It can occupy the same space as a creature of any size, since it crawls all over its prey, but remains a creature with a 10-foot space. Swarms never make attacks of opportunity, but they can provoke attacks of opportunity. Unlike other creatures with a 10-foot space, a swarm is shapeable. It can occupy any four contiguous squares, and it can squeeze through any space large enough to contain one of its component creatures.

**Always Hit (Ex):** Swarms always successfully hit any target within the swarm at the end of the swarm's movement phase.

**Swarm Immunities (Ex):** Swarms can't be bull rushed, grappled, flanked, or tripped. Swarms composed of "Fine" creatures are immune to critical hits, single target spells, and conventional weapons.

**Distraction (Ex):** Any living creature that begins its turn with a swarm in its space must succeed on a DC 11 Fortitude save or be nauseated for 1 round. The save DC is Constitution-based.

## Vulnerabilities of Swarms

A lit torch swung as an improvised weapon deals 1d3 points of fire damage per hit.

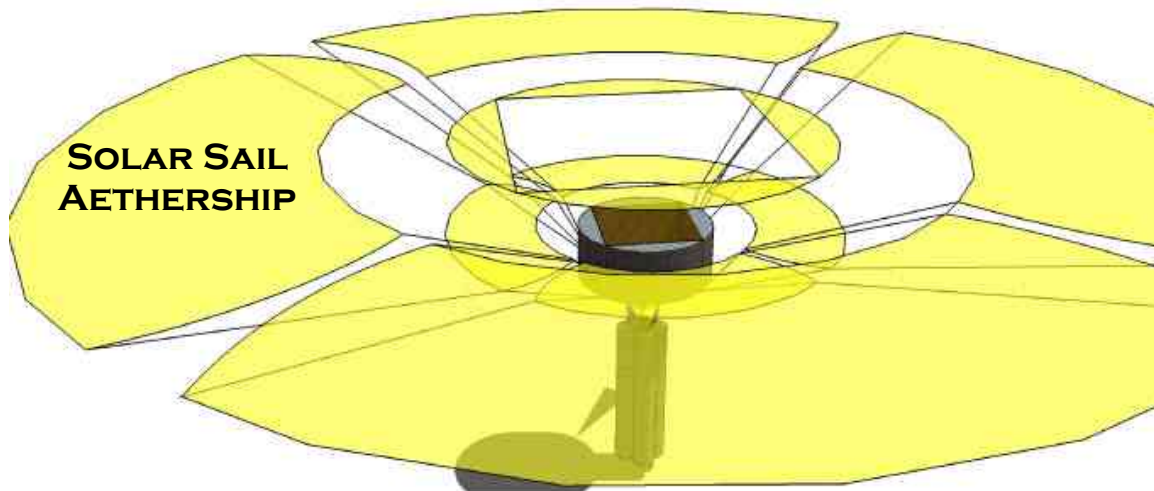
A weapon that inflicts energy damage (or area effect damage such as an explosive grenade or sand blaster) deals its full damage with each hit, even if the weapon's normal damage can't affect the swarm.

A lit lantern can be used as a thrown weapon, dealing 1d4 points of fire damage to all creatures in squares adjacent to where it breaks.

Area effect spells inflict 150% damage, but immune to single target spells.

**ADVENTURE HOOKS**

1. **Pi in the Sky:** A skilled Numibian Mathematician has found a way to create a one-dimensional gateway between worlds through the Anzac Pyramid of Southern Congo. This gate currently links Earth with a Gas Planet of undetermined origin (Georgium Sidus). The characters are hired to enter this gateway and locate its position in the solar system. This will be a one way journey unless on arrival the characters can gather enough astronomical data and secure a local ice pyramid for the return journey to Earth.
2. **Dream Worlds:** The adventuring party gets involved in the internecine warfare between the Seelie and Unseelie Courts. Both sides may attempt to use the characters as cat's-paws but both sides view humanoids as cannon fodder.
3. **Hidden Opportunity:** Entrepreneurs are always looking for new opportunities. A Parisian Business Magnate wishes the characters to secure trade relations with the Masque Bands of Georgium Sidus for the exchange of exotic minerals in exchange for high quality masks. The characters will travel to the planet by the best currently available means and attempt to open negotiations with the citizens of Ariel. Finding the ruler of the planet to sign a trading contract looks to be extremely difficult since it appears that he is currently in hiding.
4. **Bottled Faeries:** Someone is kidnapping faeries from Miranda and using them in some sort of scientific experiment. As strangers, the PC can be suspected of the crime or they can be approached to help solve the disappearances. It seems that some human mad scientist has found a way to use imprisoned faeries to power his devices. The characters must hunt down the culprit and overcome his laboratory defenses to arrest him and release his fey captives. Instead of a mad scientist, the culprit could be a demon or devil, an evil fey, or a ruthless xenobiological survey mission sponsored by Britannia, Manteca, Numibia or some other Earth Empire.







## NEPTUNE

Neptune is a watery planet composed of a boundless ocean. The planet has no land mass larger than small atolls (coral reefs that break above the surface of the water) scattered across the planets surface. The extreme distance of the sun would ordinarily freeze all the water on Neptune but the extreme heat of the core of the planet keeps the water from freezing. Above the waves of Neptune, the wind blows fiercely and keeps the water of the planet in ceaseless storm conditions. No creature can survive long above the surface in the endless storms of Neptune. Below the waves, Neptune provides a wide variety of aquatic habitats. The sun has little impact on water temperature. Instead volcanic vents keep some ocean currents at tropical temperatures. Other currents are near freezing. The water near the ocean's floor is so heavily compressed by deep sea pressure that it forms a solid. This solid is called deep sea ice even though it is not formed by freezing. Neptune is mineral poor; all weapons and armor are formed by coral, bone, shell, pearl, and other organic materials. The gods of Neptune are Poseidon and Amphitrite. The moons of Neptune are named after other Roman aquatic gods.

### SEAS OF NEPTUNE

The world sea of Neptune is not the anemic oceans of Earth. The surface is in a constant roil due to the hurricane force winds of the upper atmosphere. This global ocean is made of more than just water; ribbons of ammonia, mercury, and carbonic acid flow through Neptune like toxic veins. Tidal currents range from boiling hot to super chilled. Life forms native to Neptune are extremely diverse. Some are capable of living in extremely acidic environments. Some thrive in boiling temperatures. Others have anti-freeze in their veins. The dimness of the sun has no effect on the life forms of Neptune since many varieties of flora, bacteria, and fauna provide intense bioluminescence. The most common sentient humanoid is the Neptunian. Neptunians are water breathers and have



only recently discovered the universe beyond their watery realm. Neptunians often wear armored suits that provide the wearer with oxygenated water as well as protection. Neptunians are often employ spear guns that work equally well above and below the waves.

### NEPTUNIANS

Neptunians are aquatic monstrous humanoids that must be continually immersed in water to survive for long. They are extremely resilient and dexterous but are mentally and physically limited. Neptunians are strict carnivores, have pointed teeth, com-pound eyes, and fuchsia striped skins. They can deliver a shock with a touch once per day.

SIZE: Medium Humanoid (Aquatic)

SPEED: 20ft, Swim: 30ft (Survive out of water for 1 round per CON point).

RACIAL ATTRIBUTES: -2 STR, +2 DEX, +2 CON, -2 WIS, -2 CHA

RACIAL PROFICIENCIES: Simple Weapons, Light Armor, and Shields

RACIAL ABILITIES:

- **Dark Vision** (Ex): 60ft
- **Shocking Touch** (Ex): As a standard action available once per day, the Neptunian can inflict 1d6 electrical damage per 2 HD as a “touch attack”.
- **Resist Acid 5**; Neptunians are acid resistant due to the corrosive ocean of their home planet. Neptunians negate the first five points of acid damage.
- **Cartilage Bones** (Ex): Neptunian gains a +2 bonus on Tumbling, Escape Artist, and Sleight of Hand checks due to their flexible bones.

RACIAL SKILLS: +8 on any Swim check due to SWIM SPEED.

INITIAL LANGUAGES: Neptunian and Common

FAVORED D&D CLASS: Ranger

LEVEL ADJUSTMENT: +0

### MOONS OF NEPTUNE

The 13 moons of Neptune are unique in the solar system since most of them were created by an ancient lunar collision.

Nereid was once a larger moon but after Triton collided with it the moon was smashed into fragments. It is likely that Neptune's inner satellites are not the original moons but formed from the accreted rubble from the havoc that was wreaked after Triton's capture. Triton's original captured orbit would have been highly eccentric, and caused chaotic

perturbations in the orbits of the original inner Neptunian satellites, causing them to collide and become reduced to a rubble disc. Only after Triton's orbit became circular did some of the rubble disc re-accrete into the present-day satellites. Like marbles colliding with each other, the impact of Triton send the original moons flying in new and unexpected directions. The five moons of most significance are Triton (the only spheroid moon), Nereid, Halimede, Proteus, and Galatea.

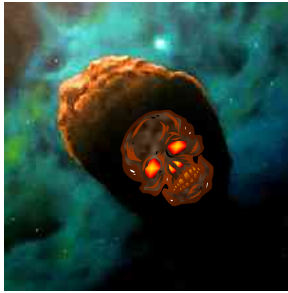
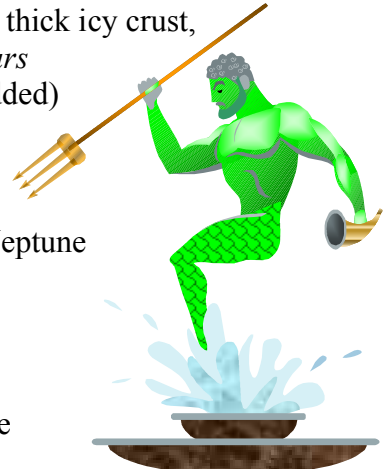


### TRITON

Triton is the son of Poseidon and Amphitrite. He is known as the trumpeter of the sea and his instrument is the conch shell that is able to calm or raise waves. Triton was once a thriving watery world but the gravity of Neptune sucked it into orbit and caused it to collide with Nereid. The collision fractured the planet and finally settled only a small moon remains. The moon remains geological active with volcanic “fountains” that



continually recover the planet with ice and snow. Beneath the thick icy crust, male and female *tritons* (MM1 book) battle with *ichthyocentaurs* ("Fish-centaur" is a normal centaur with the aquatic subtype added) which have the forefeet of a horse in addition to the human body and a fish tail. The fabled conch shell of Triton is the prize that they have contested for centuries. Unfortunately Triton is spiraling to its doom and will eventually crash with Neptune destroying both spheroids.



### NEREID

Nereid is named after the 50 lovely daughters of Nereus, the nymphs of the Mediterranean Sea. Nereid is only a fraction of its original size since its collision with Triton. Once this was a thriving ocean moon but now it is a haunted rock ball. The ghostly oceans of Nereid are filled with the undead spirits of the long departed Nereid sea life and nymphs. All that remains are *umbral creatures* and *wheeps* (Liber Motis).

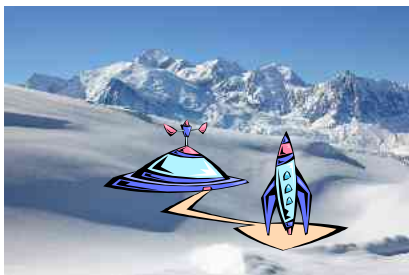
### HALIMEDE

alimede is a sliver of shattered Nereid. Like Triton, it revolves in the opposite direction common to all lunar satellites (retrograde orbit). Every year the elliptical orbit of Halimede comes close to a head on collision with Nereid. Eventually the moon will crash into its parent. A dark prophecy claims that when these two undead moons collide a great evil will be released into the Solar System.



### PROTEUS

Proteus is named after the son of Poseidon and a legendary Greek Hero. This icy satellite is a nest site for the Star Pegasus and Lunar Chimera (Apply Space Creature Template).



### GALATEA

Pygmalion once made a statue so perfect that he fell madly in love with it. The Goddess Venus to pity on the poor sculpture and brought his creation to life. The Galateans worship Galatea as the mother of their race. As in the legend, Galateans are sentient veined marble female statues given life by divine grace with eyes that gleam like gemstones.

### GALATEAN

SIZE: Medium Outsider (earth)

RACIAL ATTRIBUTES: +2 STR, -2 DEX, +2 CON,  
+2 CHA

SPEED: 30ft (Land)



**RACIAL ABILITIES:**

- +3 Natural Armor
- Immune to Disease and Earth subtype magic spells
- If the GALATEAN has a WIS score of 14+, she gains the following spell-like powers base on the HD of the creature which she can use once per day each.

HIT DICE	SPELL LIKE ABILITY (SP)	HIT DICE	SPELL LIKE ABILITY (SP)
1-2	<b>MAGIC STONE</b>	11-12	<b>STONESKIN</b>
3-4	<b>SOFTEN EARTH/STONE</b>	13-14	<b>EARTHQUAKE</b>
5-6	<b>STONE SHAPE</b>	15-16	<b>IRON BODY</b>
7-8	<b>SPIKE STONE</b>	17-18	<b>ELEMENTAL SWARM</b>
9-10	<b>WALL OF STONE</b>	19+	<b>REVERSE GRAVITY</b>

RACIAL SKILLS: +2 on Bluff, Disguise, and Gather Information checks

INITIAL LANGUAGES: Neptunian, Common

FAVORED D&D CLASS: Savant (or Druid)

LEVEL ADJUSTMENT: +3

**ADVENTURE HOOKS**

1. **POSEIDON ADVENTURE:** The heroes are given the chance to explore Neptune. They can reach this distant planet in a variety of ways. The slowest route will be by Solar Sail since the journey will take 12 to 24 months from Jupiter depending upon the relative Position of Neptune. A faster route is by Manteca Crystal Skull but this leaves the characters naked on arrival (only psychically attuned artifacts can travel this way). A pyramid portal can be open but this will dump the characters into the seas of Neptune and the portal only functions one way. A new pyramid portal must be opened for the return trip.
2. **QUEST FOR THE CONCH:** The Conch of Triton is rumored to have power over the tide, but the characters are hunting for it for a specific reason. Soon Triton will crash into Neptune but this disaster can be averted if the characters find the Conch and use it to push Triton into a slower decaying orbit. The Conch can be hidden somewhere on Triton or on any Neptunian Moon due to the ancient collision of Triton and Nereid. Both the triton race and the ichthyocentaurs covet this ancient artifact and will stop at nothing to possess it, even risking their own destruction.



## ÆTHERNAUTS D20 TRANS-NEPTUNIAN OBJECTS

They are numerous worlds out beyond Neptune. First of all there are several Plutinos. Plutino planetoids are deathly cold spheres that harbor unique life forms adapted to eternal night and constant temperatures well below freezing. In astronomy, a Plutino is a trans-Neptunian object in 2:3 mean motion resonance with Neptune. For every 2 orbits



that a Plutino makes, Neptune orbits 3 times. Plutinos are named after Pluto, which follows an orbit trapped in the same resonance, with the Italian diminutive suffix -ino. Plutinos are the largest masses within the Kuiper Belt which fills a region of space just beyond Neptune. It is similar to the asteroid belt, although it is far

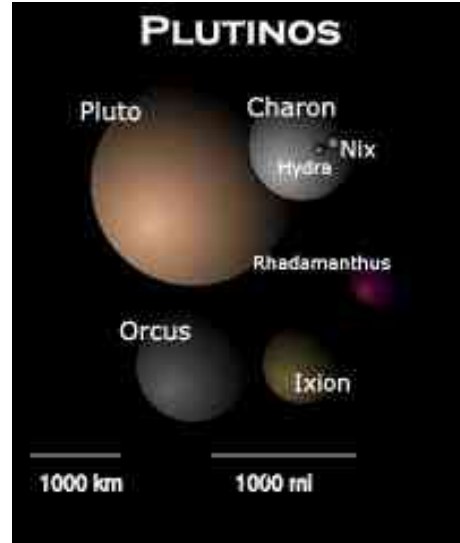
larger; 20 times as wide and 20–200 times as massive. Like the asteroid belt, it consists mainly of small bodies (remnants from the Solar System's formation) and all known “Plutinos”. But while the asteroid belt is composed primarily of rock and metal, the Kuiper belt objects are composed largely of frozen volatiles (dubbed “ices”), such as methane, ammonia and water. Beyond the Kuiper Belt is the Scattered Disc. The Scattered Disc is a distant region of our Solar System, thinly populated by icy minor planets known as scattered disc objects (SDOs), a subset of the broader family of trans-Neptunian objects (TNOs). The innermost portion of the scattered disc overlaps with the Kuiper belt, but its outer limits extend much farther away from the Sun and farther above and below the ecliptic than the belt proper hence the “scattered” name. The largest planetoids of the Scattered Disc are Vulcan, Loki, and Eris. Beyond the Scattered Disc lies the Oort Cloud. The Oort cloud is a field of icy blocks and is the source of comets when Neptune pulls comets into the gravity well of the sun. Two artificial types of Trans Neptunian Objects exists as well called “Centaur” and “Trojans”.





### Plutinos

Plutinos are frozen worlds hostile to organic life. The freezing temperatures and perpetual darkness prevents conventional life forms from flourishing. Without bright sunlight plants and the animals that feed on plants can not exist. Instead, life on Plutinos is based on fungi and bacterium. Dead and decaying aether moss, asteroid wood, and other organic flotsam is pushed by the solar wind out to the farthest reaches of the Solar System. The larger objects within the Kuiper Belt pull in this decaying material which is digested by various stellar fungi and bacterium. Larger scavengers also feed on stellar flotsam and the largest species exist on the tiny planets of the Kuiper Belt. These planets are home the race of humanoids called "Styxians" who are in turn feed upon by a wide variety of undead which occupy the upper tier of society as well as top of the food chain. There are five Plutinos of significance in the Kuiper Belt and are home to the Styxian race. These planetesimals are called the Gates of Hades because they are the first line of defense against creature invading from the Oort Cloud or escaping from their imprisonment in the Scattered Disc. In Greek Mythology Hades (Pluto) is the keeper of the Dead and the warden of the Elder Titans. Hades and his consort Persephone are the patron deities of Styxians.



### STYXIANS

SIZE: Medium  
 Humanoid  
 RACIAL  
 ATTRIBUTES: None  
 RACIAL ABILITIES:  
**Dark Vision:** 120ft,  
**Impervious to Cold,**  
**Detect Undead (Sp):**  
 Cast once per day as the  
 spell with a caster level  
 equal to the Styxian's  
 Hit Dice total.  
**+1 AB against Undead**  
 RACIAL SKILLS: +1  
 skill point per level  
 (Same as Human)  
 FAVORED D&D  
 CLASS: None  
 LEVEL  
 ADJUSTMENT: +0

The Styxians live on all the Plutinos. Both male and females have pale blue skin and white hair. Many Styxians become undead creatures since they are the favored prey of the region. The constant attacks have led Styxians to evolve defenses against undead.



## PLUTO

Pluto is the largest of the Plutinos and is home of the VAMPIRIUM. This feudal empire is ruled by vampires. Rank is linked to the number of living serfs (Styxians) than your rule. The ratio of vampires to Styxians is more or less 1 to 10 since the vampires depend upon their serfs for labor as well as food. Vampires usually attack each other in single combat in order to preserve their serfs and acquire an opponent's stock undamaged, but can engage in conventional warfare. A single ancient atropal (epic)

rules the vampirium and aspires for dominance over the entire solar system. The introduction of rocket technology to Pluto has increased the spread of vampirism throughout the solar system.

## CHARON

Charon is Pluto's near twin and both planets circle about each other as a binary planetary system. Unlike the Vampirium of Pluto, the WIGHTONDRA of Charon are not as orderly and organized. The Wightondra Council is composed of the 12 Wight Tribes and each tribe has an equal vote in planetary affairs. Each Wight Tribe roams across Charon and pillages the homes of Styxians within their territory for food, plunder, and to reproduce. Each tribe is led by a winterwight (epic) who is the strongest and fiercest wight in its tribe. Wight tribes are extremely territorial and periodically raid the holdings of nearby tribes. The poor Styxians of Charon live within fortified cities and must see to their own defense against invading wight tribes. Charon and Pluto are bitter rivals and both have made repeated attempts at conquest of the other.



## HYDRA

Hydra is a small moon of Pluto that is famous for the ancient multi-head snake that makes its home on this tiny moon. It is said that the hydra guards a fabulous golden treasure. Some say that it guards a tree of golden apples which provide immortality to anyone that eats one. Others claim that the hydra guards a golden fleece that will cure any disease. This is a PARAGON HYDRA (epic) and far superior to lesser breeds found elsewhere. The Styxians on

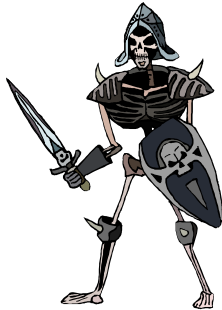
this moon can only appease the hydra by offering it living sacrifices (usually nosy intruders).

## NIX (OR NYX)

Nyx is the Goddess of the Night and her moon is filled with shadows, darkweavers (FF), and glooms (epic). The most powerful of all the creatures on this moon is the Shadow of the Void (epic). Rumors exist of a secret lore concealed on this moon that will allow humanoids to jump from shadow to



shadow across the solar system. This shadow lore can take the form of books, oral traditions, or machinery. The guardians of this treasure are eternally vigilant Umbral Blots (epic). Styxians on this moon are often trained as shadow mages and shadow dancers.



### RHADAMANTHUS

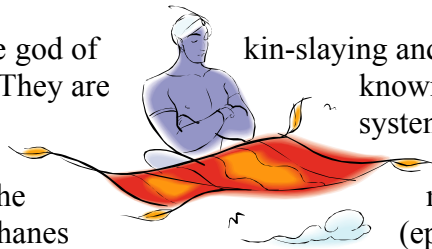
Rhadamanthus was an ancient greek king. He discovered an arcane technique to preserve his life indefinitely as a demilich (epic). He has made his home on this remote planet where he can study the stars and the arcane in total seclusion. Trespassers and thieves will find his home well guarded by crypt things (FF), grigols (MM3), and spell stitched undead (MM2). The ancient libraries of Rhadamanthus are a legendary treasure to scholars and mages. The only Styxians living on this planet are servants and vassals of the undead Greek king.

### ORCUS

Orcus is a demon lord and is also known as “Lord of the Undead”. His planet is heavily populated by larva, bone demons, undead, and various unsavory creatures. This planet is also the rumored repository of the legendary artifact “The Wand of Orcus”. Any Styxians living on Orcus are slaves and playthings to the demons.

### IXION

Ixion is the god of mephitis. They are the solar kin-slaying and treachery. His people are genies, janni, and known for their acts of mischief and malice across system. The wind carved canyons of Ixion conceal treasures stolen from across the solar system. The most powerful creatures on this planet are a group of phanes (epic) that call themselves the Hoard Lords. These malevolent moguls use vice, intimidation, and blackmail to influence the fate of nations. They will perform any evil act for the right price. Anyone indebted to Ixion will never free themselves from the Robber Barons. Many Styxians living on this planet have janni blood.



### Scattered Disc

The Scattered Disc is formed from the pieces of the solar system that were not used in the formation of the Sun or the inner planets. This zone of loose rock, ice, is full of unexplored planets and ancient relics. It is composed of small ice planets and debris clouds. Metal is scarce in the Scattered Disc so most solid objects are carved from frozen water or gas and must be kept at super cold temperatures to remain strong. Three small planets move through this area of space.

The Shattered Disc has become the final refuge and eternal prison for many of the legendary Greek creatures driven out of the Solar System by the



Olympic Gods during the “Giganta” War. True Hecatoncheires, Greater Cyclopes, Phaetons, Elder Titans, and ancient Colossus Golems are all found in the Shattered Disc. These “epic” giants often build massive fortresses and keeps out of broken ice and survive on hatred and vengeance alone. Many are eager to regain their former glory and depose the Greek Gods. The activities of Britannia are inadvertently weakening the hold of the Greek Gods on the solar system as they convert worshipers away from Paganism. The actions of Britannia may result in another war between the Titans and the Olympians. All epic giants have no need to eat or breathe due to their divine nature.



### ERIS

Eris is the largest known planet in the Shattered Disc and is named after the Goddess of Strife. This planet is the throne seat of demons in the Kuiper Belt and Shattered Disc. Eris is always freezing cold but the planet is always boiling over with warfare. This war torn planetoid bears the scars of centuries of warfare and is filled with ancient relics and toxic spells. Eris also a small moon has called Dysnomia (the son of Eris).

### LOKI

Loki is a quirky planet named after the Norse god of mischief. This planet is shaped like an egg and legend has it that a massive dragon is incubating within it. The story goes that if this egg ever hatches it will signal the end of the solar system. Loki is home to many types of shape shifters such as a Protean and Genius Loci. Worshipers of Loki are common through out the solar system with thieves, pirates, doppelgangers, and murderers.



### VULCAN

Vulcan is an unusual planet. Instead of a circular orbit, the path of Vulcan resembles a comet. It passes closer to the sun than Mercury but swings all the way out to the Kuiper Belt. This means that during the planets year (92 Earth Years) has both extreme cold and hot temperatures. This planet is heavily populated by Devils. When this planet is far from the sun this planet is frozen solid. When close the sun the planet becomes



volcanically active. Like a comet, Vulcan has a pair of tails. One tail is steam and smoke release by the planet, the other is a steady stream of devilish imps ejected by the Devil Lords to scout and harass nearby planets and asteroids. Vulcan is well known and respected for their devilish machinery and infernal steel. Vulcan is named after the Roman god of

metalworking.



## Oort Cloud



The Oort cloud is a spherical cloud of comets that lie roughly 50,000 AU, or nearly a light-year, from the Sun; this distance places the cloud at nearly a quarter of the distance to Proxima Centauri, the nearest star to the Sun. The *Kuiper Belt* and *Scattered Disc*, the other two known reservoirs of trans-Neptunian objects, are less than one thousandth the Oort cloud's distance. The outer extent of the Oort cloud defines the boundary of our Solar System, and is the source of all comets that periodically plunge into the solar system. The Oort cloud is comprised of two separate regions: a spherical outer Oort cloud and a disc-shaped inner Oort cloud, or Hills cloud. Objects in the Oort cloud are largely composed of ices such as water, ammonia and methane but unlike the Asteroid Belt the cloud has a breathable atmosphere. The creatures that live within the Oort Cloud live in microgravity since the rocks floating within it do not have sufficient gravity. Astronomers believe that the matter comprising the Oort cloud formed closer to the Sun, and was scattered far out into space by the gravitational effects of the giant planets early in the Solar System's evolution. This mimics the parable of the Olympic Gods, for whom the planets are named, driving the Titans into the custody of Pluto (Hades). There are three major objects within the Oort cloud. They are Sedna, Quaoar, and Varuna which are massive blocks of fractured ice. The fragments form comets which fall into the solar system. The cryogenically frozen inhabitants are released as the sun melts it. The Oort cloud resembles a massive doughnut with the planets as the doughnut hole.

## SEDNA

Sedna comes from a nearby solar system (Proxima Centauri) which is infested by ravenous insects. Earth's solar system is just one of the main solar systems they are attempting to invade. The Sedna Colony of extraterrestrial vermin periodically fires a comet filled with frozen insectoids into the solar system to start colonies on asteroids or planets. In this way, these insectoids are attempting to conquer the galaxy. Like most vermin, these insectoids individually are stupid but their hive intelligence is extremely



sophisticated. The insectoid invaders favor swarms but any type of monstrous insect extraterrestrial is possible. The most powerful of Sedna vermin are “epic” ruin swarms and devastation vermin. The comet safe transports a cryogenically frozen creature into the solar system and the melting radiation of the sun frees it to infest nearby asteroids and planets.

### **QUAOAR**

Quaoar is the greater fragment of the same robot expedition that landed on Titan. Instead of merely enforcing lawful behavior, this robot factory follows the original mission of cleansing the Solar System of all native life in preparation for the arrival of their master’s colony ships. Quaoar produces constructs with the single goal of destroying all structures and life forms within the solar system. These mindless constructs are periodically released by the factory planet (Quaoar) and wreck devastation until destroyed. Quaoar can create any type of construct, but the most powerful design is the Anaxims (epic) that are tasked with methodically stripping planets of natural resources regardless of indigenous life.



### **VARUNA**

Varuna comes from a different reality, and is not a planet at all but in actuality a living entity that spews forth abominations from its fertile breeding sacks. These frozen spit wads move rapidly towards the sun and as they melt aberrations peel off and begin looking for food and nests. Varuna seems to have an unlimited supply of pseudonatural creatures and gibbering orbs filling its internal cavities. As these pseudonatural creatures

spread they begin to warp the fabric of reality around them until no other species can thrive in the Solar System and its planets.

### Centaurs

Centaurs are wildly scattered metallic spheres with eccentric orbits that lie between Jupiter and Neptune. The name of these spheres comes from the colonies of centaurs that populate them. These centaurs are able to steer their homes by the large “Cavorite” skins covering the surface of their planetoids. The centaurs live within the spheres which function as massive colony ships.

### Trojans



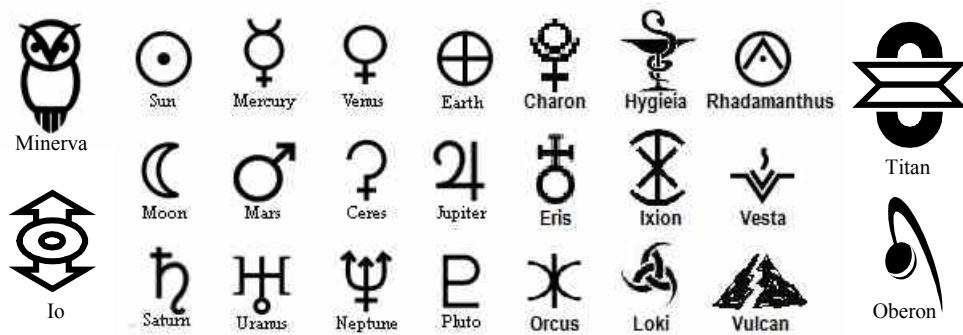
Trojans are hollowed out asteroids placed in the Lagrangian points of the planets. Each planet has four Lagrangian points, the two largest points are on either side of the planet in synchronous orbit. The size of the points depends on the size of the planet. The Gas Giants have the largest Lagrangian Points and are the most often used. In these gravitational lagoons, space debris clusters remain in a geosynchronous orbit with the planet. Small Trojans are constructed by soldiers, scavengers, smugglers, and nomads as homes, treasure vaults, hideaways, and ship hangers. Large Trojans provide valuable layovers during long journeys and illegal trading ports, but Military

Trojans are used as beach heads for planetary invasions. The historical history of Trojans hiding enemy troops led to the name.

### ADVENTURE HOOK

1. **Final Frontier:** The Oort cloud is the final frontier of exploration and hides many ancient secrets. The Olympians were able to drive the Elder Titans as well and many other ancient foes into the custody of Hades (Pluto). Many of these creatures lurking within the cloud wish to regain their former power and glory.
2. **Freeze Dried Foes:** Many foreign powers would wish to take over ours. To advance this goal many have sent invasion forces cryogenically frozen within the planetoids Sedna, Quaoar, and Varuna. Each planetoid has its own variety of invader. All launch comets which release invasion forces into the solar system as the comet is melted by radiation from the sun. Sedna sends insectoid invaders that spread like locusts across the fertile planets of the Solar System. Quaoar launches batches of constructs that attempt to secure natural resources to replicate themselves and spread like cancer through the asteroid belt. Varuna has no goal and spews forth aberrations and abominations without rhyme or reason. Those that survive the frigid trip through the aethersphere are likely to be extremely powerful and exceedingly vicious.
3. **Trojan Fleet:** An invasion fleet has concealed itself in some artfully constructed artificial asteroids. The heroes must locate this hidden fleet, penetrate the Trojan bases, and delay the launch of the invasion force until the home defense fleet is properly organized. The characters may attempt sabotage, assassination, altering orders, decoying the enemy, or all of the above.

## CELESTIAL SYMBOLS



## DISTANCES BETWEEN PLANETS TABLE

Planet	Mean Distance From Sun (millions of miles)	Mean Distance in Astronomical Units (AU) to the Sun	Mean Diameter (miles) of the Planet
<b>Vulcan (at Perihelion)</b>	<b>23.1</b>	<b>0.25</b>	<b>1,845</b>
Mercury	36.0	0.39	3,031
Venus	67.1	0.72	7,521
Earth	92.9	1.00	7,926
Mars	141.5	1.52	4,221
Ceres	255.7	2.77	578
Jupiter	483.4	5.20	88,734
Saturn	886.7	9.54	74,566
Uranus	1,782.7	19.14	31,566
Neptune	2,794.3	30.06	30,199
Pluto	3,666.1	39.53	1,450
Eris	6,245.5	67.66	1,498

This table can be used to estimate the minimum and maximum distance between planets. The sailing distance between two planets is rarely less than the smaller mean subtracted from the larger mean. The maximum distance between planets rarely exceeds the sum of the two means.

## ZODIAC RACES (OPTIONAL)

The Zodiac Races are unique races linked to the zodiac signs. Like humans these creatures are widely scattered through out the solar system. No one knows whether these creatures are named after horoscope symbols or the signs of the zodiac were inspired by them. The zodiac races are radically different that standard races and may not be suitable for some campaigns.



Aquarians are the “Water Bearers”. They are slim, slight creatures with light yellow to pale violet skin with matching hair color. Otherwise Aquarians are identical to male or female humans and have an equivalent lifespan.

SIZE: Medium Humanoid\* (See below)

SPEED: 30ft\* (See below)

RACIAL ATTRIBUTES: -2 STR, +2 WIS

RACIAL ABILITIES:

**Water Atavist (*Psi*):** The Aquarius can fashion a water shell around their bodies that increases their size by one category, grants a deflection bonus of +2 AC, and Light Fortification (25% chance of a failed critical hit or sneak attack). The liquid water remains translucent and encapsulates all but the Aquarian’s head. The gain in size provides all of the bonuses and penalties of the new size in addition to the bonuses listed above. The Water Atavist only lasts a maximum of CON + 1 rounds (1 round minimum) then drains away. The Aquarius can not reform the atavist and suffers a -2 STR and -2 DEX penalties and moves at half speed for the rest of the encounter. The ability can only activated if a large water supply is nearby and the can only be used once initially and once more every 5 HD gained by the Aquarian per 24 hours. The character can still wear medium sized armor but is limited to “oversized” unarmed attacks with its watery fists (up die size). “Cold” effects targeting the atavist are harder to resist (+4 DC).

RACIAL SKILLS: +3 bonuses on Autohypnosis and Concentration checks

INITIAL LANGUAGES: Common and Aquan

FAVORED D&D CLASS: Monk

LEVEL ADJUSTMENT: +0



Aries is the “Ram”. This humanoid creature resembles a perfectly ordinary human but has the head of a big horn sheep. Like the big horn sheep, the Aries race is most comfortable in mountainous and remote regions with heavy snowfall. In size and age they are human like.

SIZE: Medium Humanoid

SPEED: 30ft

RACIAL ATTRIBUTES: +2 CON, -2 INT

RACIAL ABILITIES:

- **Battering Ram (*Su*):** Once per day, the Aries can add its HD total to one attempt to break down a

door, gate, or wall each day. Battering Ram requires a ‘charge attack’ to work with least a 15ft run up to the creature’s top charging speed.

- **Horns (Ex):** The male Aries has a large set of horns that allows for a 1d6 (x2) slam attack (bludgeoning damage).
- **Surefooted (Ex):** The female Aries gains a +4 bonus to resist trips and bull rushes.

RACIAL SKILLS: +3 on all Climb and Jump Checks

INITIAL LANGUAGES: Common and Terran

FAVORED D&D CLASS: Ranger

LEVEL ADJUSTMENTS: +0



The Capricorn is the “Sea Goat”. In Greek Mythology this hideous creature blended the tail of a fish with the forequarters of a goat. The Capricorn has a long racial history of aethership sailing. They enjoy an iron constitution, an unfailing sense of direction, and a flair for navigation. Humanoid Capricorn have tiny sharp horns sprouting from their foreheads, goat-like eyes, and are covered in tiny metallic fish scales. Males have tiny goatees sprouting from their chin-chin-chins. They are sometimes mistaken for satyrs but are an entirely different species.

SIZE: Small Humanoid

SPEED: 20ft, Swim 20ft

RACIAL ATTRIBUTE MODIFIERS: -4 STR, +2 DEX, +2 CON

RACIAL ABILITIES:

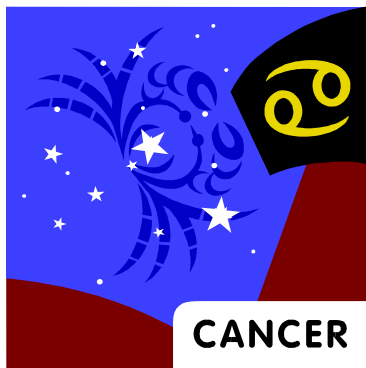
- **Iron Stomach (Ex):** The Capricorn never becomes nauseated and is immune to ingested poisons.
- **Rebreather (Ex):** The Capricorn can recycle its own oxygen in a airless environment (such as the aethersphere) for its CON score total of minutes.
- **Fish Scales (Ex):** The metallic scales of the Capricorn are usually white in color but most dye their scales in their favorite color of the rainbow. As a natural swimmer the Capricorn gains a +8 bonus to SWIM checks and can always take “10”. The Capricorn can not breath underwater but can hold its breath underwater.

RACIAL SKILLS: +3 bonuses on all Survival and Profession (sailor) skill checks.

INITIAL LANGUAGES: Common and Abysmal

FAVORED D&D CLASS: Fighter

LEVEL ADJUSTMENT: +0



Cancer is the “Crab”, but the name is a misnomer for this race. Cancers are actually bipedal horseshoe crabs related to that ancient species found on Earth. Each has six legs and a long whip like tail. Its shell is naturally grey but many decorate it with metallic inlays and enamels. A Cancer is best known for its slow, methodical diligence and relentless determination.

SIZE: Medium Monstrous Humanoid

Speed is 20 ft. They can walk underwater at a speed of 20, but do not have a base swim speed.



RACIAL ATTRIBUTE MODIFIERS: None

RACIAL ABILITIES:

- **Book Gills** (*Ex*): Cancers can breathe underwater, and can also breathe on land, provided their gills remain moist. They can continue to breathe out of water for a number of minutes equal to their Constitution score.
- **Tower Shell** (*Ex*): The shell of a Cancer provides all the armor it requires for most of its adventuring career. It bestows a +4 armor bonus to AC, can be used to provide full cover as a tower shield, and imposes a -2 armor check penalty. A Cancer automatically has proficiency with its own tower shell armor. By going prone and 'turtling', a Cancer gains an additional +4 to AC in addition to full cover. While turtling the character is considered "prone" (with all the benefits and penalties) and it can not take any other actions until it stands upright. Because of this structure on their back, Cancers cannot wear additional armor. Like masterwork armor any magic armor effect can be built into the Cancer's shell.
- **Six Leg Stance** (*Ex*): Their six legs give Cancers greater ability to resist bull rushes and trip attacks, and aid in balance. Cancers have a +4 to resist a bull rush or trip, and a +2 racial bonus to Balance. Additionally, Cancers can carry heavier loads than two legged creatures: Increase carrying load totals by 50%.

RACIAL SKILL BONUS: +2 to Spot and Search checks due to its three compound eyes.

AUTOMATIC LANGUAGES: Common and Aquan

FAVORED D&D CLASS: Wizard

SPECIAL GEAR:

#### **Cancer Gilljacket**

A heavy leather belt secures a pouch of breathable water over the gills, under the shell. Water must be replaced or somehow aerated once every 1+con mod hours, minimum of one. This allows Cancers to spend more time on the surface than would otherwise be possible. Cost: 50gp (Purchase DC: 9)

Cancer based on [Xiphosrans Post](#) by Maeglin Dubh



The Gemini are a pair of "Twins". Like the ancient Greek Myth of Castor and Pollux, Gemini are a pair of identical siblings that share one soul between them. The thoughts, sensations, and emotions of both twins are telepathically shared. What effects one twin affects both. When one twin dies, both will eventually die. Gemini closely resemble humans but their skin and hair are sharply contrasting colors such as red and green, blue and orange, yellow and purple, or mars black and titanium white.

SIZE: Medium Humanoids

SPEED: 30ft

RACIAL ATTRIBUTE MODIFIERS: None

RACIAL ABILITIES:

**One Soul, Two Hearts** (*Ex*): The Gemini share one soul between the pair they must remain within 100 yards of each other or make a saving throw (Fort DC: 10 +1 per minute apart) or suffer -1 CON point damage. All character hit points are placed in a pool

shared by both characters. If the pool is depleted, then both characters risk death. Any spell that affects one twin affects both twins equally. Both twins must wear identical magic items of clothing if either twin is to benefit from the wondrous magical item. Both twins pursue the same character class, have the same skills, possess the same feats, must cast spells together in perfect unity, and perform bardic music as a duet. Raising the dead requires both bodies.

RACIAL SKILL BONUSES: +3 bonus to Gather Information and Diplomacy.

INITIAL LANGUAGES: Common and Celestial

FAVORED D&D CLASS: Bard

LEVEL ADJUSTMENT: +0



Leo is the “Lion”. Leos are brave, fierce, and prideful. They are quick to anger but are easily content. Most Leos have an affinity for sports and are extremely competitive. Some Leos become great leaders while others are vicious tyrants. Leos superficially resemble lions since they have thick luxurious blonde mane of hair, broad torsos, and retractable claws. Otherwise they are identical to humans.

SIZE: Medium Humanoid

SPEED: 30ft

RACIAL ATTRIBUTE MODIFIERS: +2 CHA, -2 WIS

RACIAL ABILITIES:

- **Retractable Claws (Ex):** The retractable claws of the lion are a pair of stainless steel knives that have been surgically implanted (Simple Weapon: 1d4, x3, Slashing, “Light”). Unlike “natural weapons” these steel claws can be enchanted like MW weapons.
- **Pounce (Ex):** When a Leo with the Pounce ability makes a charge, it can follow with a full attack.
- **Rake (Ex):** A Leo gains one extra retractable claw attack when it grapples its foe. Normally, an individual can attack with only one of its stainless steel claws while grappling, but a Leo with the rake ability gains one additional claw attack that it can use only against the grappled foe. Rake attacks are not subject to the usual –4 penalty for attacking with a natural weapon in a grapple.

RACIAL SKILL BONUSES: +3 to Bluff and Intimidate skill checks

FAVORED D&D CLASS: Barbarian

INITIAL LANGUAGES: Common and Infernal

LEVEL ADJUSTMENT: +0



Libra is the “Balancing Scales”. All Libras are lawful in nature though vary in morality. Good Libras wish to spread harmony. An evil Libra wants ascendancy and control. Neutral Libras seek out truth and cosmic enlightenment. Libras are very similar to humans but all are completely blind and can not read printed words or detect color. Most wear a blindfold over their eyes as a mark of their heritage.

SIZE: Medium Humanoid

SPEED: 30ft

RACIAL ATTRIBUTE MODIFIERS: -2 DEX, +2 WIS

RACIAL ABILITIES:

- **Blind Sight** (60ft) (*Su*): The Libra can see through sound rather than light. If the Libra is in a noisy area she must make a CONCENTRATION check to overcome distractions. She is never fooled by purely visual illusions or cosmetic disguises.
- **Perfect Shot** (*Sp*): The Libra can use the "True Strike" spell once per day.
- **Palm Reader** (*Ex*): The Libra adds one half her HD total (round down) to any Profession (Palm Reader) checks she makes. 5 ranks in Bluff grant a +2 bonus.

RACIAL SKILL BONUSES: +3 on Balance and Appraise checks

INITIAL LANGUAGES: Common (English) and Auran

FAVORED D&D CLASS: Paladin (or a Paladin variant: See UA)

LEVEL ADJUSTMENT: +0



Pisces is the "Tied Fishes" which is an emblem of the ability of this race to control and ride ichthyomorphs. Like Jonah and the Whale, Veteran Pisces often live within the bowels of enormous aether fish which supplies them with air during long journeys. Juveniles start with smaller companions which grow with them. Pisces are mystically tethered to their mount to prevent separation. This intangible line is a spiritual bound that can be severed by force or by death. Pisces closely resemble halflings but have abrasive shark like skin with various stripped and speckled patterns and pointed teeth.

SIZE: Small Humanoid

LAND: 20ft

RACIAL ATTRIBUTE MODIFIERS: -2 STR, +2 WIS

RACIAL ABILITIES:

- **Communicate with Animals (Fish only)** (*Sp*): A spell-like ability, used at will.
- **Immune to Acid** (*Ex*): The creature is immune to corrosive acids.
- **Bound Companion** (*Su*): Similar to an animal companion, a Pisces with bound with an ichthyomorph with 1 HD or less. As the Pisces grows in experience her companion will also flourish and gain hit dice as the Pisces gains HD. The Pisces can cast spells on her Bound Companion even if it is out of spell range due to the tether and view what the fish sees. The tether is a ghostly embryonic cord. This "intangible" cord can only be attacked by "ghost touch" weapons by those that can see the invisible. It has an AC of 18 and Hardness equal to 5 plus the WIS modifier of the Pisces. The hit point total of the cord is equal to 10% of the Pisces total which is lost if the cord is severed. If the companion is not dead then the link can be reestablished in one week. Until then the companion will not obey the commands of the Pisces. If the Pisces has the animal companion ability she can use it to control additional ichthyomorphs or other animals.

RACIAL SKILL BONUSES: +3 on Profession (Fishing) and Use Rope skill checks

INITIAL LANGUAGES: Common and Aquan

FAVORED CLASS: Druid

LEVEL ADJUSTMENT: +0



Sagittarius is a legendary centaur archer. The race that bears his name is also highly skill in archery. They are able to create their arrows out of thin air by drawing upon their own supernatural abilities. These arrows have different properties depending on the power of the Sagittarian creating them. Sagittarians have a Mohawk of bristly hair that runs from their brow all the way down to their tail bone. Otherwise the race is remarkably similar to humans but half as tall in stature.

SIZE: Small Humanoids

SPEED: 20ft

RACIAL ATTRIBUTE MODIFIERS: -4 STR, +2 DEX

RACIAL ABILITIES:

- **Racial Bow Proficiency (Ex):** The Sagittarian is skilled with all martial bows.
- **Summon Arrow (Sp):** The Sagittarian can create a number of arrows equal to its HD plus its INT modifier each day. Summoning an arrow is a move equivalent action. These arrows vanish at dawn. As the Sagittarius grows in power it can summon arrows made of special materials. Each arrow can only have one of the effects listed below.

Hit Dice Total	Summoned Arrow Material
1 to 2	<i>Conventional Arrows</i>
3 to 4	<i>Unconventional Arrows</i> (such as armor piercing, flight, frog crotch, blunt, signal bulb, broad head, and other non-magical arrow points)
5 to 6	<i>Cold Iron or Silver Plated Arrow</i>
7 to 8	<i>Alchemical Load Arrows</i> (smoke, thunder, alchemist fire, etc)
9 to 10	<i>Energy Arrow</i> (pick one type)
11 to 12	<i>Adamantium Tipped Arrow</i>
13 to 14	<i>Explosive</i> (all within 5ft of target must make a Reflex Save 15 to resist half damage)
15 to 16	<i>Mixed Energy</i> (pick two energy types)
17 to 18	<i>HE Explosive</i> (all within 10ft must make a Reflex Save 18 to resist equal damage)
19 to 20	<i>"Force" Energy Arrow</i>
21+	+1 magical enchantment bonus per 2 HD gained granted to any of the above.

RACIAL SKILL BONUS: +3 on Craft (Bowery) and Appraise (Bows only).

INITIAL LANGUAGES: Common and Sylvan

FAVORED D&D CLASS: Ranger

LEVEL ADJUSTMENT: +0



Scorpio is the “Scorpion” and is the obvious namesake of are race that venerates the scorpion. Scorpions have an affinity for scorpions and keep them as pets and trophies. Their scorpion kinship allows a Scorio to use animal handling and animal empathy on scorpions. As an initiation into adulthood, the Scorio allows themselves to be stung by a 100 scorpions. The venom infects their blood and makes it permanently toxic to organic life. A looks like a halfling but has green blood and no hair at all.  
 SIZE: Small Humanoid  
 SPEED: 20FT

RACIAL ATTRIBUTE MODIFIERS: -2 STR, +2 DEX

RACIAL ABILITIES:

- **Immune to Scorpion Venom**
- **Blood Poisoning (Ex):** The Scorio’s blood is tainted with scorpion poison. Any creature that bites the Scorio tastes the poison and immediately recognizes that the blood is toxic. After the first successful bite the creature will not bite the Scorio again (normally using the bite on a different creature or not biting at all if no other opponents are available). Other non-biting attacks that involve ingesting the scion's blood (such as a stirge's blood drain ability) are affected similarly. Creatures that are immune to poison ignore this effect (such as undead).
- **Weapon Envenoming (Ex):** Once per day, the Scorio can coat one of her weapons with drops of her own blood as full round action that provokes attacks of opportunity. The poison deals -1d3 STR as PRIMARY and SECONDARY DAMAGE. The Fortitude save to resist damage is DC 10 + 50% HD + Constitution modifier. Like all poison, the first successful blow will wipe away the poison. An attacker's weapon that draws blood does not become envenomed. The poison on the envenomed blade decays in a few minutes so normally a weapon is only envenomed during combat or just before sneak attacking.

RACIAL SKILLS: +2 racial bonus to Climb, Jump, and Tumble skill checks.

INITIAL LANGUAGES: Common and Halfling

FAVORITE D&D CLASS: Ninja

LEVEL ADJUSTMENT: +0



Taurus is the “Bull” and the name of a race of interplanetary toreadors. They are highly skilled at killing creatures larger and stronger than themselves that rush directly at them. Taurusi do not fight only bulls and minotaurs but a wide variety of gigantic beasts as well. The greatest thrill of all Taurusi is the perfect kill and they will pursue this addiction even if it costs them their own lives. A Taurus closely resembles a human but has tiny arms and legs and a wasp like waist. They often dress in matador clothes and incorporated capes into their fighting techniques.

SIZE: Medium Humanoid



SPEED: 30ft

RACIAL ATTRIBUTE MODIFIERS: -2 STR, +4 DEX, -2 INT

RACIAL ABILITIES:

- **Bullfighter Tactics (Ex):** +1 Attack Bonus against minotaurs, gorgons, and bulls.
- **Billowing Cape (Ex):** As a move equivalent action to maintain for one round, you can grant yourself partial concealment (20% chance of a miss).
- **Matador Finesse (Ex):** +4 AC Dodge bonus against “goring” charge attacks.
- **Picador Warding (Ex):** If you are successful on an attack of opportunity, you can attempt an opposed STR or DEX check to push your enemy back 5 feet (one square) directly away from you. If you fail your opposed check you fall prone.
- **Banderillera Skewering (Ex):** You must have set your self to receive a charge. If the attack succeeds you cause damage, but also can attempt a DEX check (DC: 15 +5 for each size category above Medium +your target’s STR modifier). If your dexterity check fails you provoke an attack of opportunity from your target. If your dexterity check succeeds you have used your own weight to drive your weapon hilt deep into your opponent and inflict 1d4 CON damage, but disarm yourself of your weapon until the victim dies. The victim of this attack must make a Reflex Save to negate CON damage (DC: 14 + your DEX modifier). This attack only works on creatures vulnerable to critical hits.

RACIAL SKILL BONUSES: +3 on Bluff and Escape Artist skill checks

INITIAL LANGUAGES: Common and Ignan

FAVORED D&D CLASS: Swashbuckler

LEVEL ADJUSTMENT: +0

Virgo is the “Virgin Maiden” that protects children and animals from abuse. The Virgo race is one focuses on healing and community. They are often the first to arrive on at the scene of a disaster and treat the wounded at the sides of the battlefield. Virgo often dress all in white with no flesh visible. For all their good works people are not pleased to see them. Virgo are exceptionally remote and didactic. Virgos are also plague bearers and their death may inadvertently release a massive epidemic. Some believe that a piece of every wound a Virgo cures is retained inside them and is suddenly released by their death. Others say the fact that they release this deadly disease is why so many of them take up medicine. All Virgos are extremely beautiful human looking women. There is no male gender for the race since they reproduce asexually.

SIZE: Medium Humanoid

SPEED: 30ft

RACIAL ATTRIBUTE MODIFIERS: -4 CON

RACIAL ABILITIES:

- **Inspiring Aura (Su):** A Virgo has an inspiring presence which assists his allies in dangerous situations. When in combat, the aura becomes active automatically. All allies (but not the generator of the aura herself) within a 10ft radius gain a +1 to all saving throws.



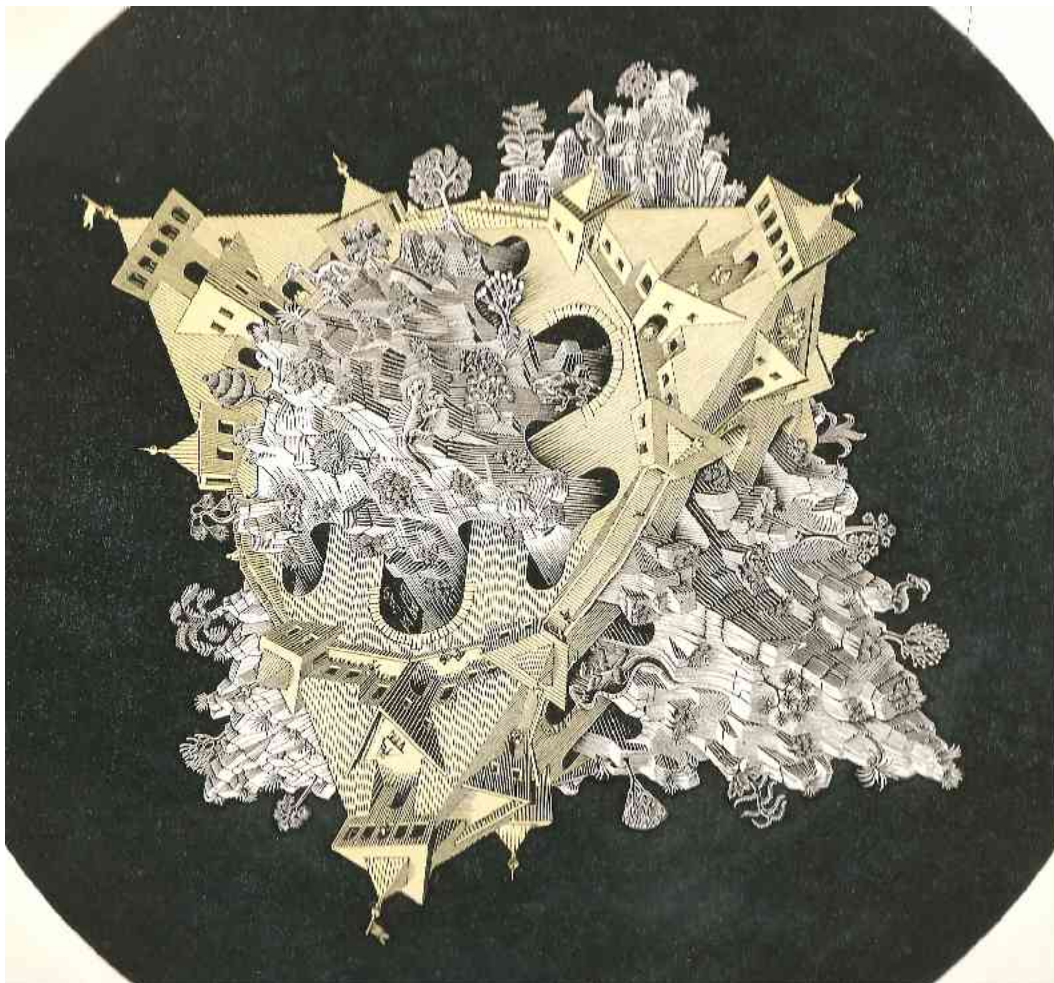
- **Eidetic Memory (Ex):** Some aspect of the neurology of a race with Eidetic memory allows them near-perfect recall. Past events, sights, sounds, and smells are recalled with impressive clarity. As a free action, a character with Eidetic memory can make a DC 10 wisdom check to perfectly recall any detail which he had been previously made aware of or could have reasonably noticed. The GM will simply inform him when asked. This includes inconsequential details.
- **Plague Bearer (Su):** The race is a carrier to some form of dangerous disease. When the Virgo dies it can potentially infect all the organic creatures around it with the “Withering” disease. All living creatures that venture within 100ft of the rotting corpse of a Virgo must make a Fortitude save (DC 10+ Virgo’s HD+ WIS modifier) or be afflicted by the disease. They lose 2 points of constitution instantly, and are considered sickened. Every day, an additional 2 points of constitution damage are taken until the disease is cured (requires a full day of bed rest and a DC 10+ plague bearer’s character level heal check.). Virgos are naturally immune to the “Withering” disease and are often mobilized to treat it.

RACIAL SKILL BONUSES: +3 bonus to Profession (Herbologist) and Heal checks.

INITIAL LANGUAGES: Common and Auran

FAVORED D&D CLASS: Factotum

LEVEL ADJUSTMENT: +0



# AETHERNAUT TECHNOLOGY



## Aethernaut Vehicles

### VEHICLE DESCRIPTIONS

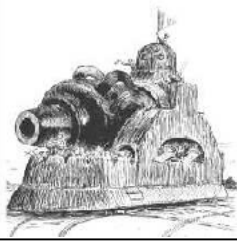
**Size:** A rough approximation of vehicle size, using the same scale that is used for creatures and structures. Size Modifiers are calculated into the vehicle's AC (Defense). The size modifier also affects the attack rolls of gunners as the vehicle itself can get in the way of the perfect shot or ram. Space is width and length in 5ft squares.

**Crew/Passengers (C/P):** One of the occupants of the vehicle must be the pilot/driver. The others are either part of the skeleton crew, ride as passengers, or act as gunners. A gun port allows a passenger to use his personal ranged weapon in vehicle combat.

**Top Speed (Spd):** This is the top speed of the vehicle. This uses the vehicle scale as described in "Scale" below.

**AC:** This score is the vehicle's armor class (or Defense score). The dexterity modifier of the pilot is not added to this score since there is always a delay before the vehicle

responds to the pilot's commands. Additional armor plating adds bonus hit points not to AC.



IRON CLAD

**Hardness (H):** The amount of damage a vehicle can soak up before you start eating away at its hit points. The material composition of the vehicles superstructure determines the hardness score.

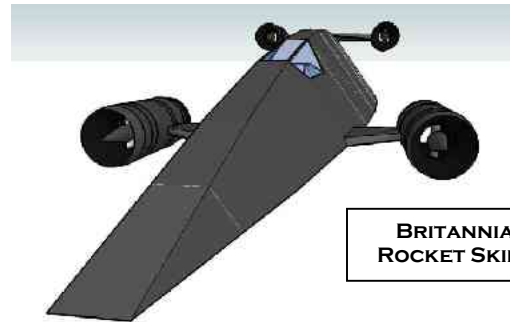
**Hit Points (HP):** The vehicle's hit points are based on the size of the vehicle and any armor plating the vehicle possesses.

**Handling (Hdl):** This modifier is applied to any skill check used to control the vehicle and all initiative rolls made by the pilot.

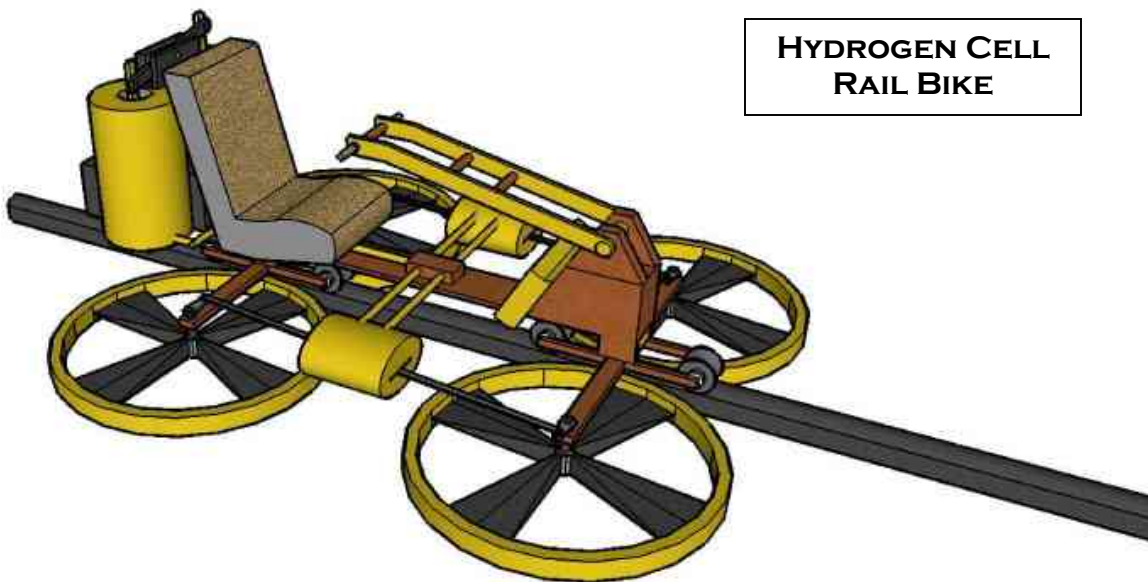
**Acceleration (Acc):** The number is the speed steps a vehicle may accelerate or decelerate. This number is in vehicle scale. For example a vehicle with a top speed of 8 and a acceleration of 4 takes two round to reach top speed from a dead stop and visa versa. The pilot can also attempt a "vehicle stunt" to reduce this time by half. The DC of the skill check is 20 plus twice the acceleration of the vehicle. Failure results in loss of control and a potential crash.

**Passenger Vulnerability (PV):** Similar to a critical hit, if an attacker rolls this number or higher with his "natural" d20 ranged attack roll, then half the damage of the attack is applied to one of the passengers of the vehicle (determined randomly) if the attack roll also exceeds the passengers AC/Defense score. In this case vehicle hardness applies only to the damage inflicted on the vehicle. This damage represents wounds inflicted by splintering or spallation within the vehicle due to a direct hit on the vehicle's surface inside seal compartments.

**Cost:** The value of an undamaged vehicle.



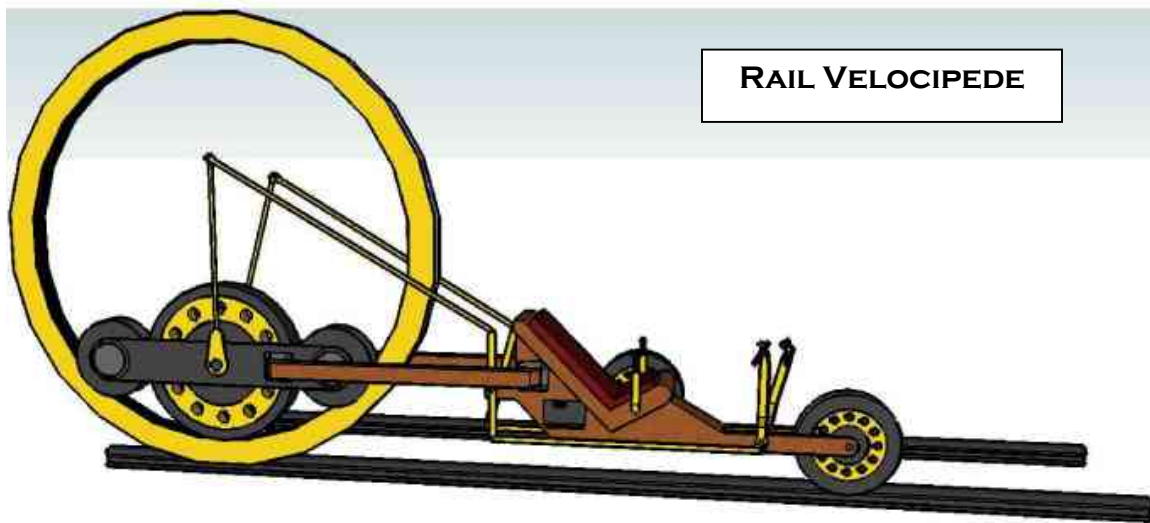
BRITANNIA  
ROCKET SKIFF



HYDROGEN CELL  
RAIL BIKE



Road and Rail Type	Size	Space 5ft sq	C/P	Spd	AC/ Def	H	HP	Hdl	Acc	PV	Cost (DC)
Velocipede	M	1x1	1	8	10	12	20	+4	4	10+	250gp (13)
Motor Bike	L	1x2	1	18	9	13	30	+4	4	14+	750gp (16)
Roadster	L	2x3	1/1	20	8	13	40	+2	4	16+	2000gp (19)
Touring Car	L	2x3	1/3	16	8	14	40	+0	2	17+	1250gp (17)
Interceptor	L	2x3	1/3	18	8	16	50	+2	3	19+	2100gp (19)
Moon Buggy	L	2x4	1/1	16	8	13	35	+2	2	15+	1000gp (17)
Iron Clad	H	2x4	4/4	12	4	20	90	-8	1	20	5000gp (21)
Omnibus	G	3x6	1/19	12	2	16	100	-14	1	18+	1Kpp (23)
Train Car	C	4x16	4/37	16	4	15	120	-20	1	18+	2Kpp (25)



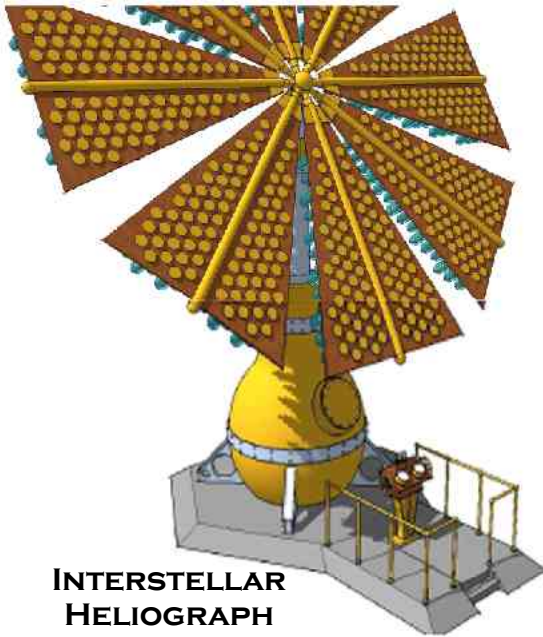
Airship	Size	Space 5ft sq	C/P	Spd	AC/ Def	H	HP	Hdl	Acc	PV	Cost (DC)
Scout Blimp	C	8x84	2/3	1	2	5	48	-8	1	14+	4Kpp (26)
Gas Balloon	C	2x2 basket	1/3	Wind	3	4	20	-20	1	10+	7Kpp (28)
War Zeppelin	C	20x144	30/90	4	2	10	58	-6	1	17+	13Kpp (30)
Air Platform	C	60x60	50/100	2	2	14	70	-10	1	18+	26K pp (32)

Aetherships	Size	Space	C/P	Spd	AC	H	HP	Hdl	Acc	PV	Cost (DC)
Fighter (Winged)	H	9x4	1	4	8	8	40	+0	2	16+	40Kpp (39)
Space Cog	C	5x19	20/5	1	2	10	66	-6	1	17+	39Kpp (33)
Space Junk	C	5x18	20/5	1	2	10	70	-4	1	17+	26Kpp (32)
Space Galleon	C	10x28	60/140	2	2	15	74	-8	1	17+	44Kpp (40)
Pinnacle	G	5x10	8/56	1	2	15	66	-4	1	18+	40Kpp (33)
Schooner (Packet)	C	5x16	20/30	2	2	15	66	-2	1	18+	520Kgp (34)
Clipper (Destroyer)	C	5x18	40/60	2	2	15	70	-2	1	18+	110Kpp (36)
Frigate (Cruiser)	C	7x25	40/80	2	2	15	72	-4	1	19+	220Kpp (38)
Treasure Ship (Drdngr)	C	7x30	45/155	1	2	20	80	-8	1	20	880Kpp (42)



## VEHICLE COMPONENTS

**Communication Systems:** The most common form of long range communication is the heliograph which transmits messages by Morris Code by reflecting sunlight. Additionally colored smoke, flares, bull horns, semaphores, and bugles are also used.

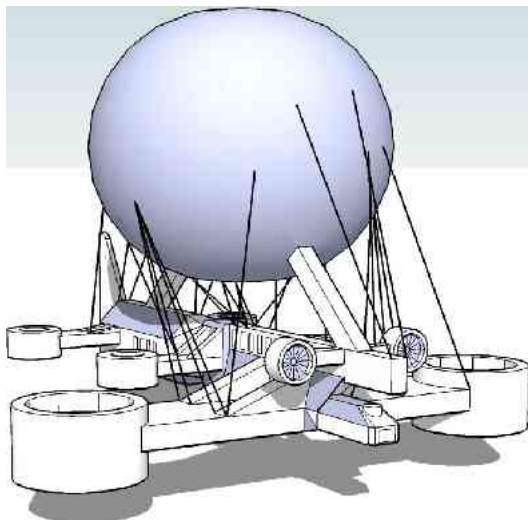


**Control System:** A driver or pilot can not make skill checks to control his vehicle without a control system. Control systems in Aethernauts are usually mechanical or hydraulic. Electrical systems also exist to a limited extent.

**Engines:** A vehicle can not move without an engine. Combusion engines run on "Moonshine" (Industrial Alchohol). Aetherships equipped with plasma rocket engines move at twice the maximum speed listed, but require frequent refueling. Solar Sails do not require any fuel but are immobilized if their sails are destroyed. Sails act like either wings attached to the frame of the

aethership or like a kite that pull the ship along behind it.

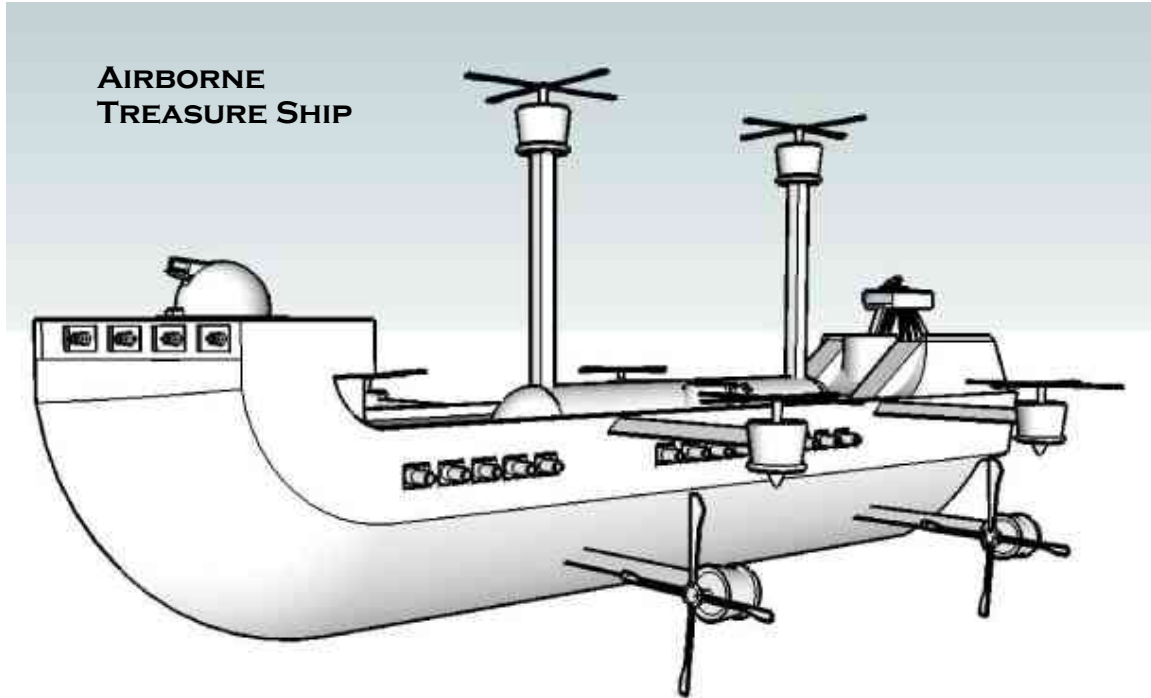
**Enviromental Systems:** Any vehicle that wishes to travel through the aether must provide oxygen. Aetherships provide oxygen through the atomic splitting of water which also produces their hydrogen fuel for their plasma rockets. Common environmental systems include air filters, oxygen tanks, and heaters. Ground vehicles in microgravity run on rails to remain on the surface of the planetary body.



**Sensor Systems:** A vehicle can operate without sensors but the pilot may become lost. Common sensor systems include headlights, clocks, compasses, temperature gauges, litmus paper for testing water and air quality, barometers, weight scales, and pressure gauges.

**Ramming Guard:** Ramming Guards come in offensive and defensive formats. A vehicle can be equipped with both but starts with neither. An offensive Ramming Guard, covered with spikes and spears, is mounted on

the front of the vehicle. It causes an additional 2d6 damage when ramming (after multipliers). A defensive ramming guard is mounted on the front and rear of a vehicle, cushioning blows when ramming or being rammed. It increases the “Hardness” of the vehicle by 6 against ramming damage. Cost: OFFENSIVE 500gp (15 DC), DEFENSIVE 500gp (15 DC), Install/Repair: 25 DC



**Side-Swipe Guards:** Similar to Ramming Guards, side-swipe guards are either defensive and/or defensive. An offensive side-swipe guard inflicts an additional 1d6 damage after multipliers. A defensive guard increases “Hardness” by 3 against side-swipe damage. Cost: Same as Ramming Guards.

**Vehicle Armor:** Armoring your vehicle grants it bonus hit points. The maximum number of bonus hit points is limited by the size of your vehicle. The cost of armor is based on the total number of hit points added.

ARMOR BY SIZE	MAX HP BONUS	INSTALL/REPAIR	COST (DC)
Medium	10	15 +5 per 5hp added	1000gp x2 per 5hp added.
Large	20		(15 +2DC per 5hp added)
Huge	40		
Gargantuan	60		
Colossal	80		

**Fuels:** All combustion vehicles run on “Moonshine” (Industrial Alcohol) do to the scarcity of fossil fuels in space. Rocket ships travel twice as fast as Solar Sail Ships but must restock their water tanks regularly. Usually a rocket ship is forced to refuel after 24 hours of activity. Some ships possess both rockets and sails. The rockets are generally used for landing and rapid maneuvering (+5 DC to the cost of the ship). Accessing the Golden Roads is an alchemical process that requires many exotic chemicals and powders

but they exact recipe is a fiercely held secret by Britannia. All alchembec engineers are closely monitored and guarded by the British Navy. In addition the engineers are equipped with a cranial explosive to commit suicide if captured.



**MARTIAN SCOUT  
BLIMP**

## VEHICLE COMBAT

**Vehicle Scale:** There are two types of vehicle scale. Vehicles that travel within gravity move in 50ft units. Atherships traveling between planets in zero gravity move at Aethership Scale. Aethership scale is

1,000 “stadia” per speed unit per round. A “stadia myriad” is an ancient form of Greek measurement meaning 10,000 stadia. Each stadia is a little less than a furlong or 630ft. The average distance from the Sun to the Earth is 804,000,000 stadia (80,400 stadia myriad) so an aethership moving at 1 stadia myriad per minute would take about 56 days to reach the Sun from the planet Earth. Remember that a rocket move at twice the speed of Solar Sail Ships but must stop to refuel regularly. An aethership in atmosphere or water moves at 50ft/rnd per Speed point.



**MERCURIAN  
“SILVER ROCKET”**

**The Golden Roads:** Entering the Golden Roads allows a ship to travel rapidly across the solar system, but combat with other ships is impossible. Each ship entering the Golden Roads enters its own pocket universe in which only the ship exists. Navigating the

Golden Roads requires a special skill (Knowledge (Pan Dimensional Theory)) or the ship will not emerge where the pilot intended. A failed skill check can cause collisions as well as lose valuable time.



Before the discovery of the golden roads, ships sailed through the solar system at sub light speeds, and took months or years to travel from planet to planet. With the discovery of the “Golden Roads”, ships can now move very swiftly from place to place by entering a sub-dimensional bubble. Very little time seems to pass for creatures traveling the golden roads, but weeks and months race by in the outside world. Two skill checks with Scientific Knowledge (Pan

Dimensional Theory), are required by the Alchembec Engineer to successfully traverse the Golden Roads. The first check is to successfully arrive at the proper destination; the second check is to arrive at the destination at a specific time (it takes at least 1 week to travel one AU, but this seems to be only one day to the ship’s crew). The DC of the check involves the distance between objects traveled (15 + 5 per AU traveled). For the failure the ship is 1d% AU or +1d20 hours off from the target of the roll plus an additional 1d% AU or 1d20 hours per 5 below the DC value. The knowledge of the Golden Roads is pivotal to the supremacy of the British Aether Fleet and it is a brutally enforced secret only known to British trained Alchembec Engineers. Many attempts have been made to steal this secret, but none successful. While traveling on the Golden Road the ship is sealed in its own bubble universe.

**Vehicle Speed:** A vehicle’s top speed is the maximum number of scale squares the vehicle can move per round. Moving at high speed makes your vehicle a more difficult target and your shots less accurate, your control rolls more difficult, and robs you of initiative. If you can make your speed to your opponents then the AB penalties and AC bonuses are negated.

VEHICLE SPEED	AC BONUS	DRIVE, INITIATIVE, & AC CHECK MODIFIER
1 to 5	+0	+0
6 to 10	+2	-2
11 to 15	+4	-4
16 to 20	+6	-6
21 to 30	+8	-8
31 to 40	+10	-10

**Changing Speed:** Changing speed rapidly requires a deft touch or you will lose control of your vehicle. The skill check DC to rapidly accelerate or decelerate is modified by your current speed and how fast you want to change. It is always more difficult to rapidly stop than to quickly accelerate.



CATEGORY	PILOT/DRIVE DC	EFFECT
Moderate	15	2x acceleration
High	20	3x acceleration
Extreme	30	4x acceleration

**Relative Speed:** It's hard to keep a car chase on the map when the vehicles are moving at hundreds of feet per round. Instead of keeping track of where the vehicle is on the map, keep track of the distance between the battling vehicles rather than exactly where they are. Obstacles can be randomly generated or assigned to occur at a specific round during the race. Make a list of obstacles and hazards that will occur during the chase. Then either mark when a specific obstacle will appear or give each hazard a die value and roll for a random hazard every other round or so. If the distance between vehicles increases tremendously (or lose sight of each other for more than 1d4 rounds) you can assume that it successfully fled the encounter.

### PILOTING MANEUVERS

Maneuvers are part of a vehicle's movement, carried out on the driver's move action. Most maneuvers require either a Drive or Pilot skill check.

**Sideslip:** A vehicle may move from side to side without changing its facing by performing a sideslip. This maneuver moves the vehicle one square to the right or left and one square forward or backward. Only two sideslips may be preformed per turn. No Drive/Pilot Check Necessary.

**Soft Turn:** The pilot can slightly change her direction of travel by moving toward one of the diagonal squares (45\* turn) as a free action. The vehicle must move straight for the at least two squares forward between soft turns. Pilot DC: 5 (10 for Air and Aetherships)

**Hard Turn:** The pilot wrenches vehicle in a 90\* turn without loosing speed. The vehicle must move at least two square forward between hard turns. Pilot DC:15 (20 for Air or Aether Ship) plus +5 per additional hard turn per round.

**Bootlegger Turn:** A bootlegger turn allows a vehicle turn it's facing up to 180\* while coming to a complete stop. First the vehicle may move up to complete distance of its speed for the round. Then the driver must make a pilot check to turn to the proper facing plus another piloting check to reduce her speed to zero. Failure of either skill check



results in loss of control. Pilot DC (+5 for Air or Aether Ship): 45\* is 5, 90\* is 10, 135\* is 15, and 180\* is 20.

**Avoid Hazard or Obstacle:** Depending on the nature of the hazard, a failed roll results in loss of control or crash damage. Airships and Aetherships inflict a +5 DC to piloting checks due to inertial. Avoiding a hazard is a free action while moving.



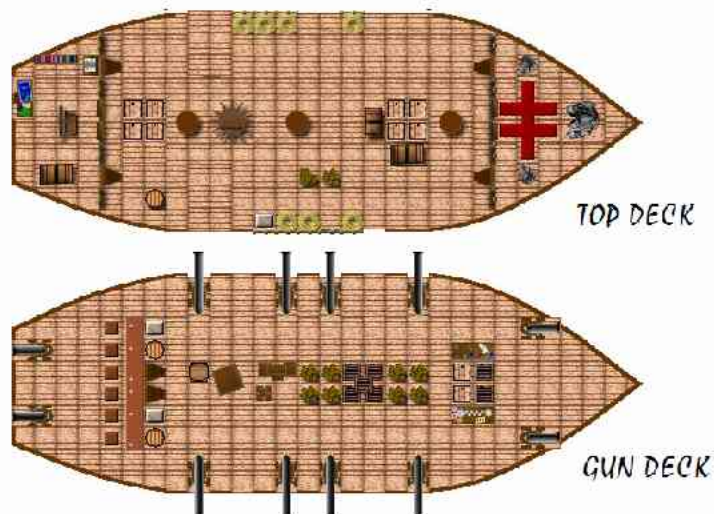
**Minor Hazard** (rough road, cloppy seas, gusty): 10  
**Medium Hazard** (ice, nails, flotsam, small storm): 15  
**Major Hazard** (caltrops, oil slicks, log jam, meteorite shower): 20  
**Small Obstacle** (tire, keg, post, buoy, tumbling rock, space moss): 9  
**Medium-size Obstacle** (bicycle, oil drum, zombie, asteroid bonsai): 12  
**Large Obstacle** (boulder, broken wreckage, lifeboat, orbital mine): 15  
**Huge Obstacle** (rogue asteroid, building, toll bridge, harbor chain, car accident): 20  
**Gargantuan** (comet tail, lava flow, mire, bus, mob, traffic jam): 25  
**Colossal** (solar flare, orbital mine field, eruption, stampede, avalanche, flood): 30  
**Stellar** (Super Nova, Black Hole, Pulsar, Magnetic Storm): 50

**Redline:** Redlining a vehicle pushes it past its top speed by up to a quarter of its normal maximum. Every round that the vehicle is redlined, there is a 10% chance that the engine will seize. Additionally, all piloting checks suffer a -4 penalty in addition to all other penalties. Redlining is considered a standard action.

**Jump:** A vehicle can jump an obstacle completely blocking its path by making a successful driving check to use an improvised ramp (DC 15) if one exists. Successfully completing the jump requires a skill check equal to the size of the obstacle overcome (see above). Jumping is considered a standard action.

**Ramming:** Ramming requires that both vehicles occupy the same square when the collision occurs. The pilot makes a melee attack as if she were charging the other vehicle. Instead of STR apply any DEX modifier to the melee attack roll. Both vehicles suffer collision damage. A ram ends the movement that round for the ramming vehicle; if it would have had movement squares left over, it can use the remaining movement to push to smaller vehicle forward one square per size category by which it is larger. Ramming is considered a standard action.

#### FRANCO SPACE GALLEON DECK PLAN



**Sideswipe:** A sideswipe can be used to damage vehicles and push them out of control. Just with ramming, the attacking vehicles must move into the targeted vehicle's square. If you succeed on your attack roll, your vehicle inflicts 1d6 points of damage plus 1d6 points for every size category your vehicle is larger than the targeted vehicle. If you have movement left over after reaching your target, you can attempt to push the target out of

control. You and the enemy pilot make opposed piloting checks. The larger vehicle inflicts a +4 DC to the piloting roll of the smaller. Which ever pilot fails her skill roll loses control. Sideswiping is considered as standard action.

**Boarding:** You move your vehicle adjacent to the enemy to enable your allies to board the enemy vessel. First you must enter the same square as your target. Assuming that your enemy doesn't want any hitchhikers, both pilots make opposed piloting checks. If you succeed, your allies may attempt to board the rival vehicle.

**Street Pizza:** Drivers can attempt to run over pedestrians or other creatures. The drive needs to make a successful Drive check with a DC equal to the targets touch AC. If the driver succeeds treat this as a collision. The creature takes full damage and the vehicle takes half damage after the size multiplier is applied.

## CRASHES

**Collisions:** If a vehicle collides with something it takes damage based on its speed and the size of the object hit. Basic Damage: #d6 where “#” equals half the vehicle's current chase speed value. Damage is inflicted on both, multiplied by the damage modifier determined by the size of the object hit. Passenger suffer half the damage inflicted on the vehicle unless they make a Reflex save (DC 20) reducing this by half again.

Size of Object	Damage Multiplier
Tiny	X1/10
Small	X1/4
Medium	X1/2
Large	X1
Huge	X2
Gargantuan	X3
Colossal or larger	X4

**Losing Control:** The amount a piloting check fails by will determine the effect.

5 or less: Skid: -4 on all piloting checks until she succeeds at “regaining control”

6 to 10: Slide: Only moves half its normal speed and only half completes its last maneuver. The pilot suffers a -8 penalty on all piloting checks until she succeeds at “regaining control”.

11 to 15: Spin: The vehicle spins out of control, continuing to travel in its previous direction and colliding with any objects in its path. The vehicle moves a number of squares equal to one-quarter is remaining speed for the round, and then comes to a stop facing a random direction (roll 1d8).

16+: Roll: The vehicle tumbles, continuing to travel in its previous direction and colliding with any objects in its path. The vehicle moves a number of squares equal to one-quarter is remaining speed for the round, and then comes to a stop facing a random direction (roll 1d8). The vehicle takes damage equal to 2d6x the number of squares it

rolled. Passengers take 1d6x the number of squares the vehicle rolled, but may attempt a Reflex save (DC: 10+1 per square traveled) to reduce by half. There is a 50% chance that a wheeled vehicle will land on its roof.

**Regaining Control:** After losing control of the vehicle, the pilot must use a standard action to attempt to regain control. The DC of the piloting check is 10 plus any modifiers due to loss of control (+4 or +8 DC) plus any speed modifiers.

#### ONE ROUND OF VEHICLE COMBAT

1. **Roll Initiative:** All combatants roll for initiative. At high speeds the challenge of driving reduces the pilot's initiative score.
2. **Change Speed:** As a free action, a pilot must declare the speed of the vehicle even if he does not chose to accelerate or decelerate.
3. **Choose to perform a standard action:** The pilot can choose to perform a standard action before she moves his vehicle. If the pilot forgoes her standard action she can attempt to ram or side-swipe another vehicle during or at the end of her move as a standard attack action. The pilot can only fire fixed ranged weapons and personal firearms while piloting the vehicle. She suffers "-2AB" on fixed weapons and "-4AB" on Personal Firearms while driving/piloting. Swivel and Turret weapons are to cumbersome to use while driving.
4. **Mandatory Move Action:** So long as the vehicle is in motion, a pilot must take a move action to move the vehicle the appropriate number of squares. Any active piloting maneuvers (such as a hard turn) are made at this time as free actions, as are any reactive piloting maneuvers required to deal with external obstacles/hazards.

Additionally, if the driver did not take her optional standard action before moving, she may make an attack maneuver (such as ramming, shooting, or side-swiping) during or after moving.

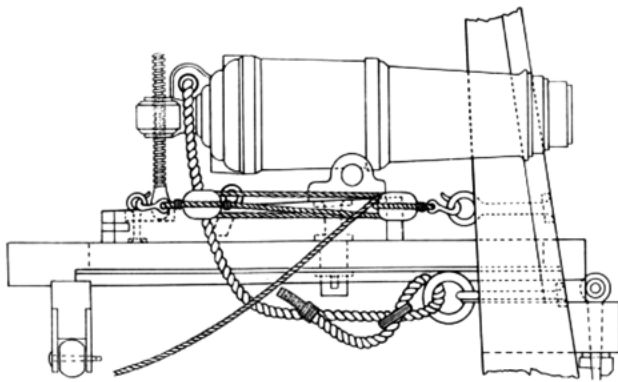


**PRUSSIAN AEROSPACE  
FIGHTER**

5. **Regain Control:** If any of the pilot's maneuvers while moving resulted in loss of control, she must spend a standard action now attempt to regain control. If she was saving her standard action till the end of the round, she lost it in the effort to regain control of her vehicle before the next round. The pilot continues to spend her standard action each round until she regains control of her vehicle.
6. **Hold Your Fire:** If a pilot did not use her standard action before, during, or after her move action, she can use it to create a "readied" action for the next round.
7. **Gunners:** Any gunnery crew you may have on your vehicle may act as soon as its initiative score indicates. Gunners can fire any weapon that can be pointed

towards the enemy. Gunners suffer all the penalties and bonuses associated with the speed the vehicle is traveling. Most vehicle weapons can only be fired once per round unless indicated otherwise.

AETHERSHIP WEAPONS							
3 MAN CREW WEAPONS	COST (DC)	SIZE	W.	ROF	MAG.	DAMAGE (CRITICAL)	RANGE INC
CANNON, LIGHT (BALL: 6LBS)	1000gp (18)	Huge	500lbs	Single (once per round)	One (Breach)	4d6 (20ft Line) Reflex Save to Halve DC 12	200ft
CANNON, MEDIUM (12LBS)	2000gp (20)	Colossal	2,000 lbs.	Single	One (Breach)	6d6 (40ft Line) Reflex Save to Halve DC 15	300ft
CANNON, HEAVY (24LBS)	4000gp (22)	Colossal	4,000 lbs	Single	One (Breach)	8d6 (80ft Line) Reflex Save to Halve DC 18	400ft
RAZOR DISC LAUNCHER	1000gp (18)	Huge	200lbs	Semi-Auto (Spray)	30 shot drum	1d12 (19-20, x2) slashing	200ft
WRECKING BALL	250gp (13)	Huge	2000 lbs	Once per battle	1	4d12 (x4) bludgeoning	100ft
GAS CROSSBOW BATTERY	800gp (17)	Huge	200lbs	Semi-auto	5	1d12 (19-20, x2) per bolt	150ft
HARPOON CANNON	500gp (15)	Large	200lbs	Single	One (Muzzle)	2d10 (x2) piercing	150ft



Twenty-four pounder carronade of about 1820.  
From a drawing by Ch. Dupin in Wm. Laird Clowes, "The Royal Navy", vol. V, p. 540.

**CANNONS:** Blast Gel Cannons fire solid iron cannonballs. These weapons will damage any creature standing along a line extending straight beyond the target square unless the victim succeeds at a Reflex Check or the ball is stopped by a object of greater "hardness" than the damage inflicted by the ball. The Profession (Siege Weapons) check suffers a -5 penalty for every RI the cannonball travels and is mandatory whenever a cannon is fired.

A successful skill check is required for the ball to strike the targeted square. A failed skill check means that the shot derivate 1d6ft plus 5ft per RI from the intended target square in a randomly determined direction. Holes pierced through an aethership leak breathable atmosphere into the aether at a rate of 1 hour of breathable air per minute (10 rounds). In microgravity, a cannonball has a flat trajectory. A 3 man crew can fire a cannon once per round. A two man crew requires two full rounds to fire a cannon. A single man requires three full rounds to fire a cannon.

**RAZOR DISC LAUNCHER:** A razor disc launcher rapidly fires sharpened metal discs with compressed gas. It requires 1 full round for two loaders to replace a drum, but

a single gunner can operate a loaded launcher by herself. "Spray" allows the weapon to scatter 10 discs over a 10ft square space. If the attacker succeeds on an attack roll against AC 10, everyone in that 10ft square space must make a DC 15 Reflex save or be hit by 1d4 discs.

**WRECKING BALL:** A round chunk of metallic asteroid is attached outside of the ship. It is bound and balanced against the hull until the ship charges directly at its target and suddenly veers away. At a precise moment during the turn, the wrecking ball is released from its clamps to continue racing forward. If the ball is improperly released it damages the ship instead of the target. On any attack roll of 1, 2, or 3, the release was poorly timed and the ship suffers half damage from the ball and the pilot must make a control check to maintain control of his ship.

**GAS CROSSBOW BATTERY:** The battery holds five crossbow bolts ready to fire by compressed gas. It takes a pair of loaders 1 full round to completely reload and reset the crossbow battery. A single person can fire multiple times per round with the Gas Crossbow Battery.

**HARPOON CANNON:**

The harpoon sinks deeply into the superstructure or flesh of the target on a successful critical hit and can not be torn loose without inflicting

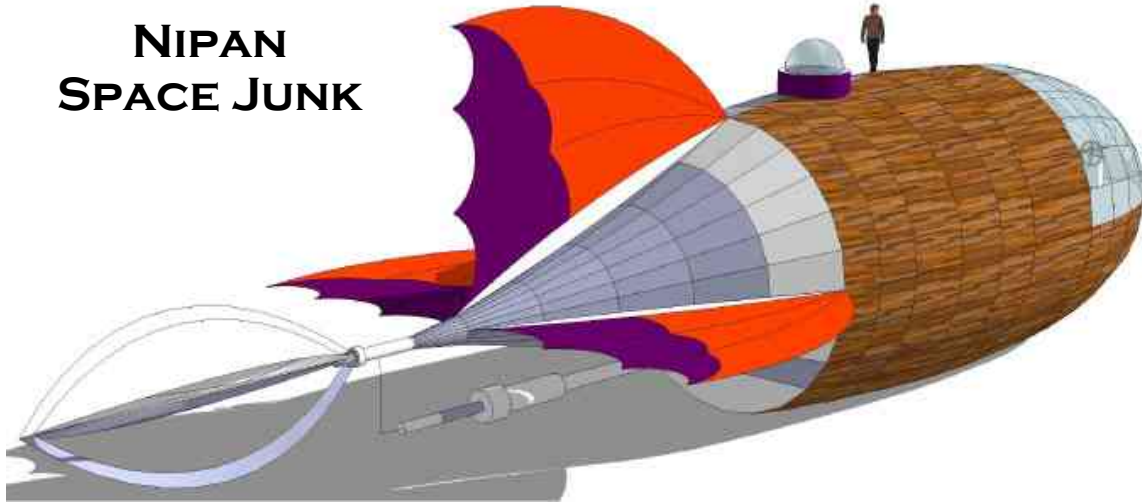


an additional 4d10 points of damage. A line is usually attached to the harpoon for harvesting Jovian Air Whales. A harpoon Cannon can fire as often as a Light Cannon with a three man crew.

**GUN PORT:** A gun port can mount any personal firearm. A firearm that is more than two size categories larger than the user is permanently mounted in the Gun Port. A primitive gun port is basically a sealable hole in the hull that is opened allow a shooter to fire his firearm. A modernized gun port is an armored turret that is sealed by airlock. The shoot must have his own oxygen supply or posses a feed hose while crewing the turret. Cost: 100gp (10 DC) for a gun slit, 500gp (12 DC) for a sealed gun turret and armor plating costs extra.



## NIPAN SPACE JUNK



AETHERSHIP CLASS	NUMBER OF CANNONS	NUMBER OF GUNPORTS
Fighter (Winged): Most space navies have some fighter squadrons as system defense. Fighters can also be carried by larger ships as super cargo.	Does not carry blast gel cannon but often carries ONE razor disc launcher, wrecking ball, harpoon cannon, or turret gunner.	1 or 2 nose mounted gun ports for the pilot. Instead of a heavy weapon it can carry a gunner in a turret.
Space Cog: The cog is an archaic design only used by backward or impoverished nations.	Two 6lb in swivels in bow Two 6lb in swivels in stern Up to five 12lb on each side	The one simple gun port between each cannon on each side.
Space Junk: The war and commercial ship of Nipan and the Manchurian Empire.	Up to four swivel mounted 6lb cannons. Can't carry heavier cannons	5 oversized firearms are mounted in simple gun ports on each side.
Space Galleon: An archaic war ship still used by the Francos and in the Moons of Jupiter.	3 Gun decks. Each gun deck up to 8x 12lb cannons, 2 bow 6lb., & 2 stern 6lb.	2 gun ports in bow, stern and mid-ship to repel boarders from hatches.
Pinnance: A small military ship used for harbor patrol and landing on planets.	Five 12lb cannons on swivel mounts (Usually 2 bow, 1 stern, 2 mid-ship)	One gun port in the center of each exterior hatch.
Schooner (Packet) A high speed cargo ship. Rarely used in combat.	Usually unarmed and cannot mount more than five cannons per side.	Pirates sometimes add numerous gun ports. Only one per hatch is normal
Clipper (Destroyer): Make up the bulk of any fleet.	Twenty four 12lb cannons maximum	Two simple gun ports protect each exterior hatch
Frigate (Cruiser): Used to assault heavy fortifications.	Thirty six 12lb or eighteen 24lb cannons or mixed.	Each access port is protected with 3 gun ports.
<b>Treasure Ship (Dreadnaught):</b> These ships are built to either carry a massive amount of heavy cargo or numerous cannons	Up to 42 "24lb" cannons. 10 aft, 16 starboard, and 16 port. British Navy ships use multiple cannon turrets	Four simple gun ports protect every airlock and six armored turrets mounted on each side.

## Mercurian Technology

The Solar Empire of Mercury has left little evidence of its existence. Its descendents have fallen back into the dark ages from its former pinnacle of interplanetary travel. The few functional devices of this bygone era are precious relics of priceless value to the People of Mercury.

**QUICKSILVER**

Quicksilver is a unique psycho reactive metal that can be reshaped by the user's mind. As a "swift" action the wielder can reshape the object into a variety of shapes. Mercury is the only planet that possesses this mineral but even on Mercury it is extremely rare. Quicksilver is commonly used to create metal hand weapons, metal tools, and metallic suits of chain or plate armor. The weight of these metallic objects can not be altered but can be reshaped into decorative forms such as heavy jewelry, metal mesh clothing, a filigree rod, a hollow pipe, a bowl, a length of chain, a mesh sack, or a metal box. Quicksilver can be reformed into any shape that has no moving parts. It has 30 hit points per pound and a hardness of 10 when stabilized. The quality of the quicksilver ore determines the number of shapes the quicksilver can attain. Common quicksilver can only assume two forms. Refined quicksilver can attain as many as 5 different forms. Specific forms for the quicksilver object are set when the object is forged. The size of the object can change but the weight is constant. One innovative use for quicksilver is to forge several pieces that transform into various gun components that can be manually assembled into a firearm. In this way the quicksilver does not violate the "no moving parts rule" since each piece is one part of a firearm. A standard blast gel single shot pistol or rifle has 5 component parts (barrel, stock, trigger, spring, and hammer). BG bullets can not be created out of Quicksilver.

Common Quicksilver (2 possible forms): 800gp (16 DC) per pound

Superior Quicksilver (3 possible forms): 1600gp (18 DC) per pound

Purified Quicksilver (4 possible forms): 3200gp (20 DC) per pound

Refined Quicksilver (5 possible forms): 6400gp (22 DC) per pound

**SILVER SHIPS OF MERCURY**

Incorporating many of the properties of the Quicksilver element, Mercurian ships are capable of combining and separating. A Silver Ship is composed of modular automated components that combined to form massive aethershops and separate to form smaller atherships: two 4 seat escape pods form one winged fighter, two fighters merge into one pinnacle, two pinnacles form one destroyer, two destroyers form one cruiser, and two cruisers form one dreadnaught. Merging and separating ships is nearly instantaneous for adjacent vessels ("swift" action by all pilots) but requires a piloting control check to avoid a disastrous collision (Piloting DC: 15 plus the sum of all "vehicle scale" speeds involved). The Hp total of a created vehicle is the sum of its components and any damage is divided among the subdivisions. Each ship plan has an undeviating layout.

**SOLAR RAY GUNS**

Most natives of Mercury are forced to use locally produced crossbows or imported blast gel firearms, but a few ancient antimatter rifles exist (8d6, x2, 120ft, 10lbs, ROF: 1 shot per 2 rounds in bright sunlight, Purchase DC: 30; Ancient Mercurial Relic). These ray guns are fueled by a silver umbrella solar collector that can be worn as headgear.

## Venusian Technology

Venus relies on biology and botany to create its vehicles and armaments. Venusian Aethershops are living plants that use sunlight to convert carbon dioxide into oxygen and provides food for the ship's crew. As a living object, the ship can not be repaired but it can be healed. Advanced Venusian weaponry often uses native insects, fungi, and plants to attack others. These living suits of armor and weapons heal, adapt, and produce their own ammunition. "Green-Tech" is one of the many valuable biological exports of Venus.

### GREEN-TECH WEAPONS

The Venusian's composite crossbow (X-bow) may seem a primitive weapon to British soldiers, but when it is combined with advanced Venusian hybrid ammunition, it can surpass most blast gel rifles. Like human weapons a "Light" weapon is smaller than the wielder, and tripod mounted if two sizes larger. All X-bows take two hands to reload. Unlike standard crossbows, x-bows normally fire iron hard seeds that inflict blunt trauma. Hybrid ammo can be fired from X-bows or a simple hollow blow tube (10ft RI).

#### VENUSIAN X-BOWS

"SIMPLE" WEAPONS	COST (DC)	SIZE	W.	ROF	RELOAD ACTION	DAMAGE (CRITICAL)	RANGE INC
Wrist X-bow	90gp (10)	Small	6lbs	Single	Move	1d8 (19-20)	40ft
Pistol X-bow	120gp (11)	Medium	7lbs	Single	Standard	1d10 (19-20)	50ft
Heavy X-bow	180gp (12)	Large	8lbs	Single	Full Round	1d12 (19-20)	60ft
Siege X-bow	220gp (13)	Huge	12lbs	Single	2 Full Rnd	3d6 (19-20)	80ft
Hive X-bow*	6410gp (22)	Large	10lbs	SA	None	1d10 (19-20)	50ft

\*NOTE: A hive x-bow has unlimited ammunition due to the insect hive built into the bow but can't use hybrid ammo.

#### HYBRID AMMUNITION

<b>Blast Pod:</b> Inflicts sonic damage to target but all within 10ft must make a Reflex Save (15 DC) or suffer X-bow the same sonic damage as well (damage listed above by X-bow size). Cost for 10 Shot: 4000gp (21 DC).
<b>Blood Orchid:</b> Standard piercing damage initially, plus -1 CON per day due to blood loss if the target fails Fortitude save (DC 15). Blood Orchid roots continue to dig until surgically removed (Heal DC 25, takes 1d6 min. per orchid attached). Cost per Shot: 6500gp (22 DC).
<b>Electric Taproot:</b> Electrical damage with the first round but root firmly attaches to the target. Every electrical device used by the target ceases to function until the leech is removed (STR Check DC 15): Cost per Shot: 1600gp (18 DC)
<b>Flame Pollen:</b> Inflicts fire damage on the target and releases a cloud of pollen that covers a 15ft cube. Every creature within the cloud must make a reflex save (15 DC) or have its clothing or hair set on fire (1d4 fire damage per round until extinguished with a full round action). Cost per Shot: 3200gp (20 DC)
<b>Raging Weeds:</b> Bludgeoning damage inflicted by the first shot, but engulfs a 10x10ft area. All within the area suffer 1D6 damage from writhing tendrils at the end of every round. Wreath lasts for 10 rounds. Cost: 12K gp (24 DC)
<b>Shrieking Crocus:</b> Inflicts bludgeoning damage, plus this noisy plant is sure to draw attention and is useful for creating distractions. A shrieking crocus inflicts a -4 Listen skill penalty and forces Concentration rolls (15 DC) for spell or skill use on all within 60ft of it for 10 rounds. Cost per Shot: 2500gp (19 DC)
<b>Strangle Vines:</b> Standard bludgeoning damage in the first round but inflicts 1d4 bludgeoning damage every following round until removed (STR or Escape Artist Check: 15). Cost per Shot: 19,000gp (25 DC)
<b>Venomous Thorn:</b> This black and yellow dart is filled with a single dose of poison. Standard piercing damage plus poison (1d4 DEX initial and secondary, Saving Throw 15 DC Fortitude save). Cost per Shot: 50,000gp (26 DC).
<b>Additional Modifications:</b> <i>Each can only be applied once to any one hybrid ammo shell.</i>
<b>Gene Booster:</b> Can be added to any of the ammunition above. Boosts the saving throw DC's by +2 but doubles the cost of the ammunition (+2 Purchase DC). The Gene Booster can only be added once.
<b>Winged:</b> Increase RI by 50% but doubles the cost of the ammunition (+2 Purchase DC)
<b>Burrowing:</b> The ammunition ignores hardness or damage resistance. Cost x20 (+9 Purchase DC)



## Earth Technology

### BLAST GEL ARMAMENTS

Earth did not invent blast gel weapons but they use them extensively in their personal and ship armaments. Rules are given for the customization of blast gel firearms are given in the Terrestrial Planets subsection.

### ROCKET POWER

Earth makes extensive use of rockets when most navies on other planets and moons rely on solar sails. Britannia is the only empire that has the key to the "Golden Roads" and relies on it for their supremacy in speed and communications across the Solar System. Britannia will act ruthlessly to maintain its monopoly. The rules to constructing vehicles are given above.



### STEAM AUTOMATONS

The steam powered robots of Earth come in a variety of sizes, shapes, and capabilities. Any construct can add the "Steam Automaton" template to represent a Earth built Steam Automaton.



### STEAM AUTOMATON TEMPLATE

The Steam Automaton is a construct fueled by coal heated water. This construct is no longer magical and requires both water and coal to function. If the finance is ever extinguished the construct is paralyzed. While in operation, the construct constantly emits clouds of smoke and steam making concealment difficult. It takes ten minutes to heat the boilers hot enough to animate the construct from a cold start.

To remain active, a Steam Automaton needs constant refueling twenty pounds of good-quality coal and twenty gallons of fresh water are required every few hours.



The frequency of refueling depends on the exact model, of which there are many. Older, less-efficient models need water and coal every hour, while a newer unit might be able to run for three hours without tending. Cheap sulfurous coal or even firewood can be used in a pinch, but doing so reduces the efficiency of the unit.

Because of their constant hunger and thirst, Steam Automatons make poor cross-country travelers. They are taken to battle or work sites in an inactive state, carried by giant wagon or airship. A caravan of coal-tenders usually follows, and water tanks as well if the destination is dry. Better still, if rail has been laid down to the work site, one steam-engine can easily deliver a work crew of Steam Automatons and their supplies.

Steam Automatons resemble the original construct except for a massive smoke stack on its back and furnace burning brightly beneath it. Sometimes the hands of the construct are heated by steam, a melee weapon is attached to a steam piston, or a nozzle funnels a blast of steam at enemies.



**Construct Template:** Can only be added to constructs.

**Statistic Modifications:** Can't Run, +2 STR, -2 DEX, +0 CR, +0 ECL

**Resistances:** Steam Automatons have fire and electrical resistance 20 unless the construct already has superior resistances.

**Cold Vulnerability:** A Steam Automaton suffers no damage from cold attacks, but is slowed one round for each 6 points of damage done to it. The effects are not cumulative.

**Magical Repair:** A Steam Automaton is not effected by heal spells. Mending cures 1 hit point. Fabricate cures 5d8+5 hit points. Iron Body cures all damage done to a steam automaton



**Coal Dependence:** Steam Automatons need to consume coal and water to function. Newer Steam Automatons require refueling (twenty pounds of coal and twenty gallons of water) every three hours. If not refueled, the Steam Automaton's next hour of operation is spent fatigued. After that, the unit becomes exhausted for an hour, after which it is stunned. At this point its furnace needs to be re-lit before it can function again. Older Steam Automatons may require refueling after a single hour, as does any Steam Automaton engaged in strenuous activity or combat. Steam Automatons using inferior fuel (such as wood or alcohol) are considered "shaken" in addition to any other effects on it.

**Furnace Core:** A Steam Automaton's furnace fails when the unit is completely submerged in water or other liquid. Jacks without a burning firebox are considered stunned.

**Special Attack:** Choose one for each Steam Automaton

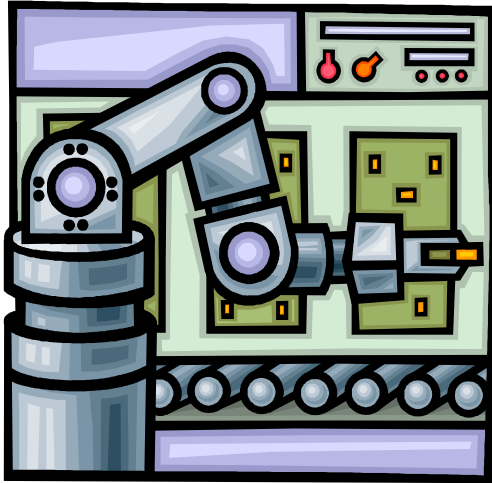
- **Steam Heated Fists:** The slam or claw attacks of the construct inflict 1D6 fire damage with each attack in addition to normal damage.
- **Steam Whistle:** Sonic attack, All within 30ft of the construct must make a Fortitude save or be deafened for 2d6 minutes (DC: 10 +  $\frac{1}{2}$  Hit Dice total).
- **Piston Action Weapon:** Steam Automatons are sometimes fitted with tools that can function as weapons. For example, a lumberjack could have a great axe attached to one arm, or a rail worker could have a great hammer for driving in spikes. The Piston Action grants the Construct the "Cleave" feat without the need for any prerequisites.
- **Steam Vent:** The construct gains a Steam Breath attack that can be used once per encounter. The Steam Breath of the construct inflicts 1d6 per 2 HD of fire damage. The reflex save to halve damage is DC 15 +  $\frac{1}{2}$  HD total of construct. It is always a 30ft cone.

**Babbage Machine Intelligence:** Basic Steam Automatons can function with a very specific set of instructions and can be left to run on their own. They are capable of avoiding obstacles and people, but have been known to accidentally step on stray animals or sleeping street people. Steam Automatons cease and shut themselves down or return to a preordained place when their task is finished. Any new command issued by the handler overrides the old commands. Basic Steam Automatons have no "memory" as such. They do not respond to any commands other than those given by their handler. For this reason, most citizens and colonials give active Steam Automatons a wide berth.

Advanced Steam Automatons can be instructed with relatively complicated instructions that revolve around one task. For example, the unit may be told to move a load of crates from a galley to a certain warehouse or warehouses. Within this task, the construct can sort and stack cargo, even treating certain packages with more care than others. When attending to its duties, an advanced unit is very aware of its surroundings and is not likely to cause any accidental damage or inconvenience people. Outside of its appointed duties, the unit is more prone to failure, acting no more intelligently than a basic model. An advanced Steam Automaton can only be given one "complicated" order at a time. For example, it could be told, "unload all of these ships into these three warehouses, filling the emptiest warehouse first," or, "unload this ship, sorting the crates by size," but the results would be unpredictable if the tasks were mixed together. These units can take simple commands from others besides their handlers, such as "stand down" or "please move aside," provided those

commands don't lead the Steam Automaton into immediate danger or cause it to fail in its immediate task.

#### **AUTOMATED FACTORY**

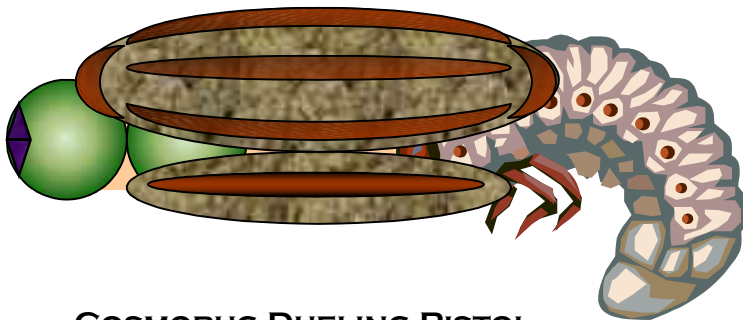


In heavily urbanized ports and in refined satellite mansions, completely automated factories exist. These mechanized creations are capable of building any object if given the proper instructions from bottle caps to roadsters. The instructions for automated factories are encoded on paper punch cards. These cards have a series of holes which can be read by the machine and used to create any device. Punch Cards are more precious than money because anyone can drop a punch card into an automated factory and receive one copy of the object blueprinted by the card. These cards are traded back and forth as barter and used often in space station rationing. Sometimes these cards are

missing their labels and any one finding a stack of these cards as treasure will have no idea the value of the cards (requires a Decipher Script skill roll: 10 plus Purchase DC of the object).

### **Lunar Technology**

The Selenite Empire has developed amazing genetic modification techniques but their policies of isolation prevent them from sharing their knowledge with others. Instead the Selenites will occasionally sell one of their creations to surface dwellers. This creature is alive but is incapable of reproduction and will die if deprived of food and water.



**COSMOBUG DUELING PISTOL**

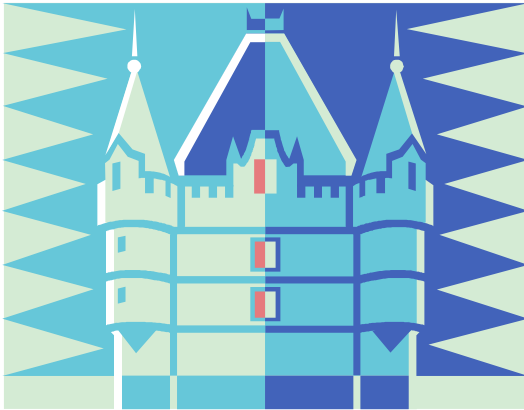
#### **COSMOBUG GUNS**

These bug shelled weapons function just like Earth style Blast Gel Firearms but possess regenerating ammunition. Any Cosmo Gun can be fired 10 times per day but can not be reloaded. The weapon must be supplied with food and water (standard rations) every day

or it will not produce ammo and will die in 2d6 days. The gun draws on aether to create its own blast gel. Special breeds of Cosmo Guns will produce a specific type of alchemical blast gel based on their shell color. As a security feature this weapon will bond with its owner (1d4 days of constant contact) and requires an "Animal Handling" check (DC: 25) to use un-bonded. Cost: x4 (+4 DC) to base firearm price, x8 (+6 DC) for alchemical blast gel creating cosmoberg gun.

**COSMOBUG ARMOR**

Cosmo Armor is a living creature that protects with a bonus to AC but also supplies bonus hit points. This armor must be fed a standard food and water ration per day or it will lose 5 hit points each day until it dies (at -10 hit points). Additionally the armor has retractable spikes in fists and boots (Simple, 1d3 (Sm), 1d4 (Med), x2 CRIT, piercing). The size of the armor determines the number of bonus hit points it provides. Light armor provides +5 HP, Medium Armor provides +10 HP, and Heavy armor provides +15 HP. Cosmo Armor costs triple the cost of standard armor (+3 DC Purchase Cost).

**LUNAR TOWERS**

Humans have built immense towers that rise high above the surface of the moon and allow ships to dock without landing on the moon. These massive towers have become city states and fierce economic rivals. Each competes to draw the most sailors and tourists to it. Some towers house shops, casinos, and drinking halls while others hold four star hotels, restaurants, and massive hanging gardens. Others claim to be family friendly, the cheapest, the safest, or the tallest. By lunar treaty no building may travel beneath the

surface of the moon so all of these towers have shallow foundations. Lunar glass is the most common building material on the moon due to the abundance of fine lunar sand. Most buildings are interconnected by suspended walkways and pneumatic tubes that shuttle people up, down, and side to side in great glass elevators. In addition steel ribbon highways keep magnet wheeled roadster on track for rapid transit between towers.

**SILVERLINE**

Many of the most famous motion pictures made about Aethersphere exploration and Britannia's aethernaut heroes are made on the Moon within the "Silverline" crater city. The low gravity of the Moon reduces wrinkles and allows studios to simulate the microgravity often found on asteroids and aetherships. Most movie studios are headquartered on the Moon, and they are a big draw for tourists from Earth. Movies made on the Moon must pass a rigorous board of censorship before they will be publicly released. They can not show the activities of Britannia negatively, portray nudity, or betray military secrets. The largest movie studios on the Moon are Silver Screen Pictures, Ten Planet Productions, Globe Theaters, and Moon Shot Studios. The films are pivotal in the popular support for the British Navy and the colonial policies of Britannia. Many of these films are used to support recruitment drives and train troops for living in a shipboard environment. Some are propaganda pieces that shape popular opinion in

Britannia and the rest of the globe. Only subtle messages of dissent are able to slip through the censorship board.

## **Martian Technology**

The wondrous devices of ancient Barsoom run on radium pellets. This unique mineral is only native to Mars and is extremely powerful for its size. Each radium pellet provides 50 charges to any powerless Martian gadget. Martian inventions can be created using the guidelines given under Pulp Scientist Advanced Class (d20 Past).



### **MARTIAN AIRSHIPS**

The human colonies and the natives of Mars depend on airships for cargo carrying and rapid transit over the arid plains of Mars. Once the Canals of Mars allowed ships to circumnavigate the globe but most of the canals have filled with silt and only a few have been reopened and repaired by Britannia. The greatest danger to airships is the frequent sandstorms. Most airship merchants travel in convoys for greater safety and profit. War blimps and zeppelins are often loaded with bombs to destroy ground targets and cannons to fight off other airships.

### **PANTHAN GUILD**

A Panthan is a Martian soldier of fortune that is free to sell his or her services to the highest bidder. It is the function of the guild to make sure that any contract made between a guild member and an employer is fully enforced. The guild often acts as a depository and holds the payment of its members until a contract is fulfilled. Guild contracts can range from bodyguard to banditry, assassination to frontal assaults, and gladiator to leg breaker. The guild makes no moral judgment of the contract but claims a 10% share. Members of the guild are premiere mercenaries and are marked by a guild tattoo and a “Gordian Knot”. This “knot” allows the guild to track down members where ever they are and identify them no matter how their appearance changes. The Gordian Knot is implanted into the skull of the guild member. The knot can not be removed since it is psychic construct not a physical object. Tracking the host is done psychically. “Cutting the Knot” is a euphemism for breaking guild regulations which is a capital crime.

### **HORMADS (SYNTHETIC MEN OF MARS)**

Hormad are biological constructs formed in vast tissue vats. They have more in common with flesh golems than humanoids. They resemble Martians but most suffer from some type of deformity such as displaced limbs, missing or additional sensory organs, or malformed skeletons. A few are born nonviable due to the lack of a brain, deformity, or missing vital organs and are recycled into the tissue vats. The majority are capable of wielding weapons even though most Hormads are moronic and malformed. Homads are immune to blood loss. Even when chopped into pieces the cells stay alive and can only be truly destroyed by fire or acid. Any severed body part will grow a body (similar to the



regenerative nature of a starfish) when reintroduced into the tissue vats. The tissue culture vats from which the Hormads spring have the same stats as a “black pudding”, but produces a crop of 1d6 Hormads every day so long as it is daily seeded with Hormad body parts.

**Hormad: Medium Construct**

Modifiers: +2 STR, No Constitution, -4 INT, -4 CHA, Construct Traits, Regenerate in Tissue Vat, +2 CR, Change creature type to Construct.

## Asteroid Belt Technology

The Asteroid Belt of the Solar System separates the inner terrestrial planets from the outer gas giants. It is a loose belt of rock in orbit around the sun that never coalesced into a planet. The region is full of miners and prospectors looking to make it rich by finding valuable minerals among the widely scattered stones in the Belt. Rumors of mythical solid gold asteroids and boulder sized gemstones are pervasive and attract the greedy and desperate from all over the solar system. The largest asteroids have a limited gravity are boom towns and trading posts in the region. **Ceres** is the only planet in the belt and it supplies majority of fresh grain and produce for its neighbors.

**ASTEROID LOCOMOTIVE**

The orbital path of some of the asteroids in the belt is stable and close enough that a network of railway lines connects them together. The first asteroid locomotive was created by Britannia but the idea was so successful that it was widely imitated. The train carries large amounts of passengers and freight to successful mines, large settlements, and aether ports. The train travels in zero-gravity and is fastened to the rails by magnets, but both the top and bottom of the rails are utilized by trains traveling in opposite directions. Unlike terrestrial rail tracks the rails are made of a pair of heavy steel cable so they can be moved to new destinations without dismantling the rail line.

**ASTEROID METROPOLIS**

Living space with gravity is scarce in the region and highly valuable to any born on terrestrial surfaces. Without gravity those working in the aethersphere will suffer extreme bone loss and muscle atrophy. Offspring born in space outside of gravity will never be able to travel into a gravity well without risking their health and will be in tremendous pain until they return to Zero-G. Because of this many settlements go to



tremendous effort to create gravity artificially or settle on asteroids with minimal G. Urban communities in the Belt are the most cosmopolitan of any in the solar system since



many races are forced to share minimal habitats. The oldest communities are as busy as bee hives since they have long since utilized every possible nook and cranny of their planetoids.

### **BRADAWL SUITS**

Most of the Belt is pure aether and without oxygen.

Temperatures range from boiling hot in direct sunlight and well below freezing in the shade. The suits worn by miners in the Belt not keep them alive but also function as the primary vehicle of exploration. A Bradawl Suit is made mostly of mettle and rubberized canvas. It is equipped with food, water, air tanks, and an algae tank that converts CO2 into oxygen.

The right hand of the suit is a mechanically augmented steel gauntlet and the left hand often ends in a massive rock drill. The suit allows the miner to work in an airless environment for several days before he or she must reservice the suit. The mining tools attached to the suit can serve as weapons in a pinch and aether pirates often use Bradawl Suit for boarding actions. The suit is too heavy to wear in gravity.



#### **Bradawl Suit**

Type: Exoskeleton Suit, Size: Large (9ft), Hit Points: 40, Crew: 1 pilot, Cargo: Up to 100lbs, Hardness: 9, Defense: 13 (-1 Size, +4 armor), Strength: +16, Speed: -10ft, Init: -2, Armor Check Penalty: -1 (-6 if not fitted), Purchase Cost: 30 for customized fitted suit.

#### **Built-In Weapon**

Rock Drill: Large, 2d8 Piercing, Crit: x4, Armor Penetrating (Ignore 10 points of Hardness).

### **COMET TUGS**

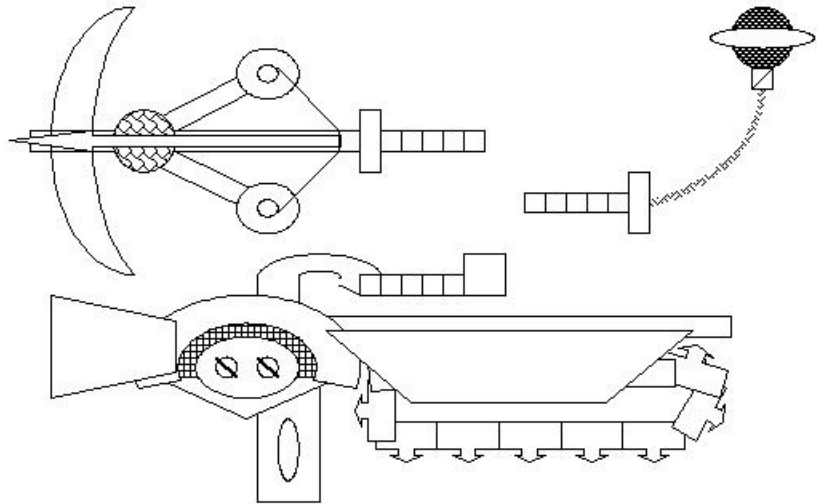
These Earth created ships specialize in diverting large chunks of ice and other frozen gasses floating in the Belt. They are often built directly on the ice ball and consist of a hydrogen rocket pack and sealed boat house. Tunnels dug into the ice serve as companion ways and storage areas. Usually the tugs make only a single trip and have a minimal crew. Fuel and oxygen is created from the water in the ice ball. The name for these rudimentary rocket ships is based on their most spectacular use in creating the Comet Lakes of British Mars Colony when multiple comet tugs were intentionally crashed into the surface of Mars.

### **MULTIFUNCTIONAL WEAPONRY**

Space is limited in the Belt and natives often have to wear cumbersome suits to survive in this airless environment. Because of this, the weapons of the Belt normally combined tool, melee weapon, and projectile weapon qualities. Unfortunately the fact that this weapon is often used to strike other objects means that the sights of the weapon or barrel of becomes slightly bent and inflicts a -1 AB on all range attacks made with the weapon. Some examples are given below.

**Steel Crescent:** A crossbow is built along the handle of a miner's pick. The arms of the crossbow spring open when the trigger is pulled.

**Grenade Flail:** The metal ball at the end of this flail can be detached and used as a blast gel grenade. Releasing the ball from a swinging chain increases the throw range by 5ft but is a full round action.



**Pistol Hatchet:** A pistol hatchet has a chopping blade curving over the trigger guard and beneath the barrel of the pistol. The Pistol Hatchet can be used as a Hand Axe or a Blast Gel Pistol.

**Chainsaw Rifle:** This mechanized bastard sword combines an alcohol engine, a loop of barbed chain, and a blast gel rifle. While running the alcohol engine allows the wielder to ignore 5 point of hardness when attacking an object. Roll a "1" on a melee attack results in the weapon kicking back at the wielder automatically inflicting 2d6 damage to her and the engine will stall. It requires a 20 DC DEX check to start the motor before combat and counts as a full round action that provokes an attack of opportunity. The alcohol engine will run 30 minutes on a full tank. (+2 Purchase DC for rifle).

**Sledge Rocket Launcher:** This bazooka also functions as a two handed war hammer.

**Pneumatic Rivet Gun:** This blast gel weapon fires projectiles that inflict an additional 2d6 points of heat damage and may ignite combustibles (50%). A heated rivet hopper is required to carry the hot rivets for reloading the gun (+3 Purchase DC of a standard firearm, Hopper Weight: 20lbs, Hopper Payload: 20 rivets).

## Jovian Technology

While Jupiter is a Gas Giant populated by elementals and beholders many of the moons of Jupiter are heavily industrialized and populated by humanoids. **Io** is the center of commerce and out world trade for Jupiter.



### ORBITAL FORTRESSES

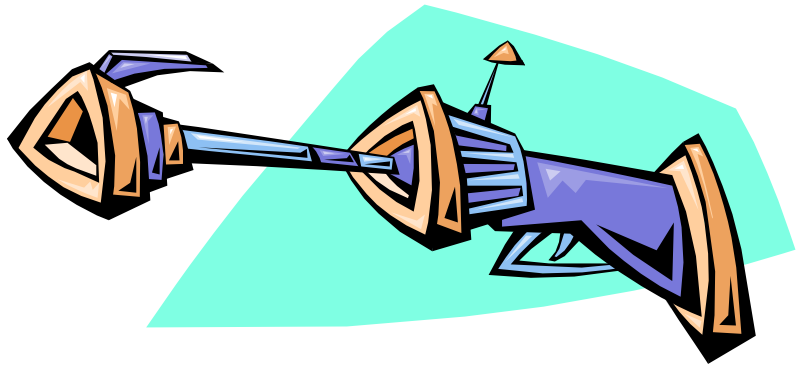
Instead of relying on a fleet of aetherships, the Jovian moons are defended by a network of orbital fortresses. These fortresses consist of a series of cylinders set in a radial pattern and rapidly spun to create artificial gravity for multiple floors. The axis of the fortress is

stationary and therefore zero-gravity. The main armaments are mounted on the “north” pole while the “south” pole is used for docking. Jovian Orbital Fortresses defend the lunar cities and serve as refueling stations for custom boats. Each orbital fortress mounts a single massive cannon capable of firing one ton explosive shells. The fortress also mounts light retractable cannons for smaller targets.

ORBITAL FORTRESS WEAPONS	COST (DC)	SIZE	W.	ROF	MAG.	DAMAGE (CRITICAL)	RANGE INC
<b>ONE TONNE CANNON (5 MAN CREW)</b>	64,000gp (30)	Gargan- tuan	10 tons	Once per minute	One (Breach)	2d100 (60ft Burst) Reflex Save to Halve DC 24	2 miles
<b>SIX 24LB CANNONS (3 MAN CREW)</b>	4000gp (22 ea.)	Colossal	4,000 lbs	Single	One (Breach)	8d6 (80ft Line) Reflex Save to Halve DC 18	400ft

### SPORE MUNITIONS

Some fungi have a narcotic or hallucinogenic impact on organic creatures. Ionians have refined strains of asteroid fungi into psychotropic weapons. The spores are encased in a shell that can be fired from a blast gel cannon or firearm. Instead of inflicting damage, a spore



cloud is released that affects all it touches. The range of the weapon is unaffected. The size and potency of the cloud is proportional to the size of the shell.

SPORE MUNITIONS	ANY FIREARM	6LB CANNON	12LB CANNON	24LB CANNON
<b>SPELL EFFECT:</b>	5ft Radius, 4 <sup>th</sup> level spell	10ft Radius, 6 <sup>th</sup> level spell	15ft Radius, 8 <sup>th</sup> level spell	20ft Radius, 10 <sup>th</sup> level spell
<b>PURCHASE DC:</b>	19 per shot	21 per shot	23 per shot	25 per shot
<b>FORT SAVE DC:</b>	14	16	18	20

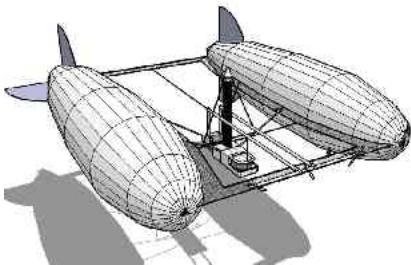
**COMMON VERSIONS** (SFX): Cause Fear, Clean & Trace Purge, Haywire, Obscuring Mist, Sleep

### CLOUD MINING

The major industries of the Moons of Jupiter are ship building and cloud mining. Since Jupiter is orbits in the middle of the solar system is has become a Mecca for trade and finance. Jovians use cloud mining to supply the many traders that travel to the Moons of Jupiter with water, oxygen, minerals, and other valuable trace gasses. The atmosphere of the planet Jupiter becomes increasingly dense as travelers delve deep into its gaseous interior; specially designed mining ships porpoise up and down in the atmosphere of Jupiter to vacuum up valuable vapors. Because of the endless storms that travel across the face of Jupiter all Jovian mining ships are carved from rock rather than wood which is too weak or metal which attracts lightning. The risk and hardship involved in cloud mining makes cloud miners highly paid specialists. A cloud mining ship closely resembles a bathysphere made of volcanic rock. It has a series of hoses attached to it that feed all the materials it retrieves back to the mother ship, supplies oxygen to the mining crew, and maintain communications. It carries lead ballast to sink to the lower depths and releases it to rise.



poster image for Macbeth as produced by The Driftwood theatre Company.



### JOVIAN WHALERS

Unlike cloud miners, Jovian Whalers are airships that skim the uppermost atmosphere of the planet in the hopes of harpooning a valuable whale or other Jovian leviathan that breaches the uppermost cloud layer. Jovian Whale ships closely resemble double balloon zeppelins but operate at such high altitudes that its crew must supply its own breathable air as well as battle freezing temperatures. When the whaler spots its prey it fires its harpoon cannon into the target. The massive balloon of the airship hopefully keeps the zeppelin out of the crushing depths as the Jovian whale dives for safety. As the whale tires the crew haul the creature in to butcher it and extract Jovian whale oil from it. The oil is highly flammable and is used as a fuel and in a variety of beauty creams, perfumes, lubricants, and liqueurs.

While hunting whales the airships must be careful to stay away from the massive hurricanes that are seasonally migrating across the surface of the planet. A whaler that starts too early or stays too late in the whaling season will likely plunge to their doom as the vicious storms of Jupiter rip their ship to pieces.

## **Saturn Technology**

Most of the natives of Saturn live at the subsistence level as hunter gatherers. The “Hundred Handed” are a remnant of a long lost stellar empire and are too busy fighting for their lives against the giant insectoids of the rings of Saturn to build up heavy industry. The clouds of Saturn are a playground for elementals, but the constant wind is too fast and hot to support organic life. The residents of Saturn’s Rings and Moons for the most part scorn technology and instead rely on their natural magical abilities. The few exceptions are listed below.

### **FROZEN RELICS**

Preserved in the rings of Saturn beneath the ice and aether webs, are various relics, devices, and ships of long lost stellar empires. The recovery of this ancient technology could make a party of adventurers immensely wealthy but first they must overcome the geographic and biological threats of the Rings of Saturn.

### **TITAN CLOCKWORKS**

The moon of Titan is actually a colonial spacecraft from a distant solar system. Unlike the organic life common to this solar system, Titan is filled with alien constructs. These constructs come in a vast array of forms and designs including clockwork spiders, imponderables, metallic golems, and automatons. The deeds of each construct faction vary, but the primary mission of the Titan colony is to multiply and prosper. Titan does not trade with any other society in the solar system and their knowledge of construct design surpasses all others. See the “Gas Giants” subsection for more info on Titan.



### **HYPERION OBSERVATORY**

The astronomical facility on Hyperion is unmatched by any in the solar system. With its advanced telescopes and hagnoscopes, Britannia can make detailed maps, monitor its fleet, and spy on the activities of all other empires in the solar system. The value of this facility can not be underestimated and it has been attacked multiple times by raiders and rebels. The Observatory was

not originally constructed by humans but by aliens. No one knows what other secrets may be hidden within the moon of Hyperion.

## **Georgium Sidus Technology**

Georgium Sidus is an icy planet that is poor in metal and heavily populated by giants. Most buildings and monuments are sculpted from ice and common tools and weapons are made from wood, bone, and coral. Only the moons of Uranus can support industry.



## INDUSTRIAL GIANTS

The native giants of Georgium Sidus (Astro Giants) are skilled industrialists but their small population limits their productivity. “Giant” sized aetherships and other equipment take them a normal time to create, but crafting small versions for humans lets them work at double speed due to their superior strength and endurance. Astro Giants prize their great strength and will often equip themselves with weapons that display their power, such as using captured ship’s cannons as rifles and hand guns.

## FEY DESIGNS

The fey of Georgium Sidus have little interest in mechanics, but are highly skill in alchemy, potion making, and alcohol brewing. The sylph are the only exception to this since they are natural locksmiths. Sylph made mechanical locks and safes are widely excepted as the finest mechanical security in the solar system. The lairs of Sylph often incorporate complex puzzles and deadly mechanical traps and a sylph will often imprison visitors in hand cuffs and cages just to see if they can escape.

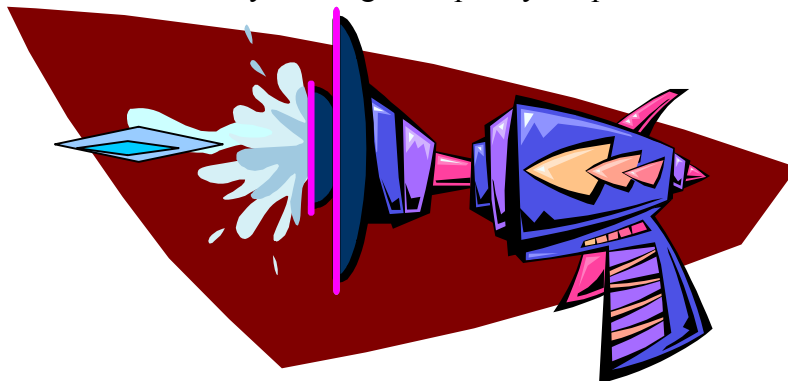
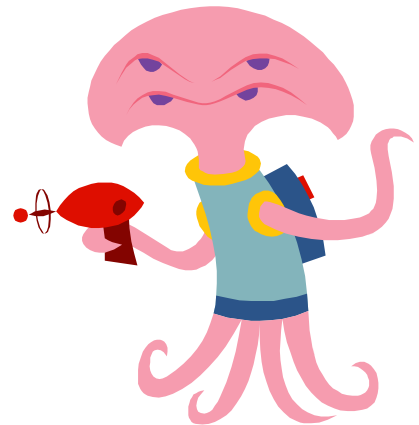
## Neptune Technology

Neptune in an aquatic world sealed beneath a coat of ice. The native technology of Neptune is designed to work underwater and at intense depths. The Neptunians are the most recent travelers of the Aether and their aetherships are still being refined.

## INGENIOUS HYDRAULICS

The machines of the Neptunians are designed to function equally well underwater as well as in the air. They rely on the matter that Neptunians have in abundance: WATER. Computing machines rely on valves elaborate plumbing to solve functions. Gun use hydraulic pressure to fire. Water pumps and pressure bubbles replace gears and springs.

The aetherships of Neptune are filled with water and can function both in the aethersphere as well as underwater. They rocket into orbit on plumes of super heated water. In space, the aether ships spread their colorful sails like tropical fish at sea. When the hull of a Neptunian vessel is ruptured, the fact that each is fill with water allows it to reseal quickly. When exposed to the freezing temperatures of deep space, the water freezes immediately forming a temporary ice patch. Due to their natural buoyancy in



water, Neptunians are less susceptible to space sickness, muscle atrophy, and bone loss. Often a Neptunian ship will lure silently until prey comes into reach.

Neptunians have the equivalent of Blast Gel

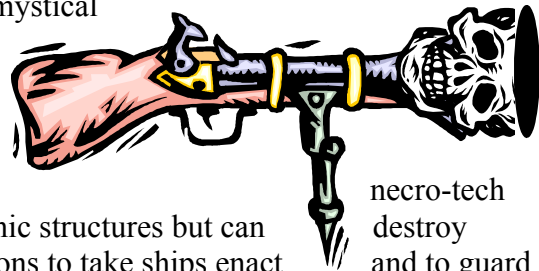
weapons and crossbows. Instead of using explosive gel, water pressure launches projectiles. Hoses attached to the ship's pressure pumps allow cannons to rapidly fire. Away from their ships, Neptunians must carry a pressure tank to fire hand weapons. Unlike blast gel weapons, Neptunian weapons do not need to be reloaded since each fires a sliver of frozen water rather than bullets. The number of times a Neptunian watergun can fire is based on the size of pressure tank it carries. A five pound tank allows the Neptunian to fire a pistol 10 times. A ten pound tank allows a rifle to be fired 10 times or a pistol 20 times. The water tank connected to the firearm is a key weak point in the system even though it is reinforced (Hardness: 10, Hit Points: 10 for 5lb, 20 for 10lb). The main advantage of water guns is they can be fired up to ten times without pausing to reload. It takes a full round to remove an empty tank and a full round to couple on a full tank. Both actions provoke an attack of opportunity.

## Plutino Technology

The Plutinos are the planetoids farthest from the sun. The Plutinos are dominated by undead creatures that can scavenge from the meager food that exists in these frozen reaches. The Undead are not forward thinkers and are unlikely technological innovators. The Styxians that they prey upon have devoted themselves to the destruction of undead out of self preservation of their race.

## NECRO-TECH

The devices of the undead often make use of a mystical energy source called "negative energy". This energy feeds them but damages living organisms. Undead armies often equip their troops with cursed weapons that fire negative energy rather than bullets or bombs. These weapons are harmless to the undead and inorganic structures but can damage living tissue. Vampyrates often use these weapons to take ships en masse, prisoners and slaves. The secret to crafting these weapons are only known to the undead.

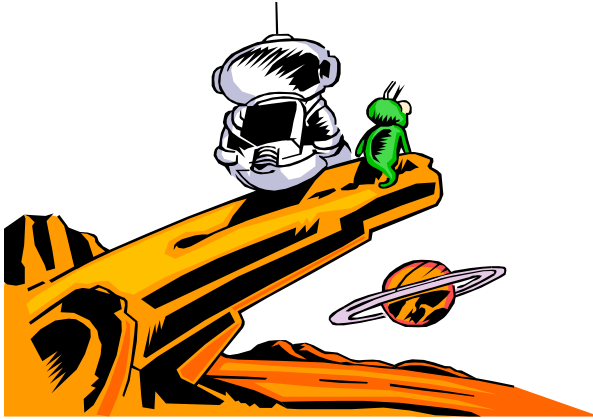


## VAMPIRE SLAYER KIT



As attacks from vampires are becoming more common in the space lanes, many entrepreneurs are selling slaying kits to deep space travelers. These kits claim to help people identify, ward off, and slay the undead. The quality of these kits varies widely since many selling these kits believe Vampyrates are tall tales while others are simply misinformed. Most of these kits include a pamphlet on vampires and vampire traits. A mirror, a pouch of silver bullets, liquefied garlic, a wooden mallet and several stakes, a crucifix, a bag of salt, a lucky rabbit's foot, a vial of holy water, two foul smelling black candles, an assortment of candy skulls, a tin whistle, and a King James Bible. Styxians

are dedicated and informed vampire hunters and tend to carry powerful weapons against the dead at all times. Many offer their services as guides and guardians, unfortunately a few only do so to lure a crew into the clutches of their undead master.



## AETHERNAUT MAGICAL TRADITIONS (OPTIONAL)

Inspired by text written by "Gradius"

Britannia has long dismissed magic at superstition and chicanery. They have placed their faith in science and technology. Most other nations as followed Britannia's lead but scattered pockets of magic are scattered across the Solar System. Mage characters must choose a specific magical

tradition. Each has unique approach to magic, offering bonuses to certain kinds of magic or even bonus spells and dis-advantages which inflict penalties or special requirements for spell casting. Some magical traditions require specific training in mythology, hierology, herb lore, alchemy, or mesmerism. A "Magical Language" is used in most of these traditions magical systems. Spell books and magic scrolls are written in this language, and replaces Draconic if using D&D magic user classes. "Magical Paraphernalia" is the general form that magic items and relics of this tradition take, as well as the form of any specific focus items needed to cast spells.

## RUNIC SORCERER (GALDR)

Runic sorcery has its origins in the magic of the ancient Teutons, Norse and Saxons. The magic revolves around the use of an ancient set of symbols called runes and these runes are cut into talismans used to predict the future called bones or stones. Runic formulas and hand gestures are used in Norse spell casting. In legend the runes themselves have their origins with the Norse god Odin (Wotan to the Saxons) who gave his left eye for mystic knowledge.

Probably the most famous rune caster was its founder the Norse God Odin the All Father. The "Sons of Odin" pursue this form of magic.

### Magical languages

Elder Futhark

### Magical paraphernalia

Implements and tools favor Nordic design and imagery with ornate rune carved swords and staffs and horned helmets set with precious stones and long cloaks with embroidered knot work. Talismans tend to be wooden or stone disks with runes engraved.

**D&D Class: Sorcerer,**

**d20 Past Advance Class: Sorcerer**



## CABALISM

In legend, the first cabalist was King Solomon who blended the magic of the pharaohs with ascetic mysticism. The Cabalistic path has been handed down from ancient times from father to son and has kept this knowledge secret and well hidden. Cabalists use a model of the universe called the Great Paradigm as the basis of their spell casting. The Great Paradigm describes a complex group of mystic correspondences to work magic through symmetry. Holy names bind cabalistic



artifacts together and allow them to function. These names are based on prophets, angels, spirits, and ghosts. This form of magic is most common in the Prussian Empire but is also practiced in Numibia.

#### **Magical languages**

Hebrew Malachim.

#### **Magical paraphernalia**

Magical tools tend toward ornate wands, goblets and circles decorated with sacred names written in Hebrew the trappings of the Rabbi are also used such as skullcaps and shawls, talismans tend to be long elaborate scrolls, metal disks with Hebrew names of power inscribed, or small

boxes that contain long strips of sacred parchment.

**D&D Class: Favored Soul,**

**d20 Urban Arcanum: Mystic**

## **DRUID**

Druidism was the native religion of the British Isles and was practiced by the Celtic race thousands of years ago. During the Roman invasion of Britain, Julius Caesar noted that the druids acted as leaders, judges, priests, seers and wise men to the Celtic peoples. The druidic tradition has a strong tie with the land and its stone circles where the forces of nature and astronomy in particular seem to be venerated. The most famous druid and perhaps one of the most powerful sorcerers in the world is Merlin (or Myraddin), advisor to King Arthur. Legend has it that Merlin performed many fantastic feats such as transporting Stonehenge, shape shifting, the creation of Excalibur, and feats of healing. The druidic tradition is rich with ancient lore and complex ritual and these practices continue to this day although many of the practices reported by Caesar such as human sacrifice are no longer performed. This magic system is practiced by British mages that reject the industrialization of Britannia.



#### **Magical languages**

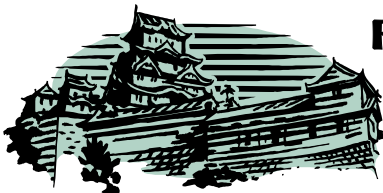
Ogham

#### **Magical paraphernalia**

Druids tend to favor natural looking staffs, ornate gold and silver daggers and sickles, various collections of dried plants and herbs and other woodland products including animal remains, talismans tend to look like sprigs of dried plants small round stones with Celtic symbols or wooden disks engraved with symbols.

**D&D Class: Druid,**

**d20 UA: Wild Lord & Shape Shifter**



## **FANG SHIH**

The Fang Shu tradition is native to ancient China and like many other forms of Chinese spirituality is in fact a mix of different beliefs and ideas. Fang Shu is an ancient system of magic composed of Taoism, Chinese Alchemy, and even older shamanic beliefs. It consists of the use of paper talismans, calligraphy, and "breath" manipulation. Central to Fang Shu is the concept of that five elements are in the composition all things. The elements of fire, water, earth, wood, metal interact with each other to grant the physical properties of all forms of matter and energy. These elements are manipulated by the elemental magician (fang shih). The fang shih alters the nature of the world and

performs magic by releasing or negating the properties of a single element. The greatest fang shih who ever lived was Lao Tzu the founder of Taoism. Fang Shu is practiced by Manchuria.

### **Magical languages**

Dragon script Heavenly script.

### **Magical paraphernalia**

Fang shih favor ornate objects that symbolize the five elements, gold incense holders, small statues made of jade, delicate paper fans, intricate porcelain bowls of water, talismans tend to be long strips of parchment inked with script symbols.

**D&D Class:** Wu Jen, **d20 UA:**

## **MAHO TSUKAI**

Majutsu is the Japanese magical system that is born from Shinto in the same way the cabalist is born from Asceticism. Although Majutsu contains elements of Fang Shu it is Shinto and based on pantheism. Majutsu involves manipulating the spirits which all things possess. Majutsu believes that caves, trees, animal, clouds, even rocks possess spirits called "kami". Although some kami are ancient and powerful most are simple minded and can be easily manipulated by the maho tsukai. The more sinister form of Majutsu involves traffic with demons called "oni" who are summoned and forced to serve their masters in brutal bloodletting rituals, a sect of oni worshipping maho tsukai is believed to back the Imperial Nippon war faction.



### **Magical languages**

Cloud script Divine script.

### **Magical paraphernalia**

Maho tsukai tend to use ornate katana's and paper fans, intricately painted Porcelain masks, caved wooden staffs, talismans tend to be long strips of paper or wood with elaborate calligraphy and symbols drawn on.

**D&D Class:** Shugenja **d20 UA:**



## **SHAMANISM**

Shamanism is thought to be one of the oldest forms of magic practitioner in existence. They believe that the natural world is controlled by spirits with whom the shaman communicates through the spirit world for the good of the community, shamans make use of totem animal spirits to act as their messenger through the spirit world, as well as spirit medium the shaman is also healer, warrior, wise man and traveler on the astral plane, for it is here the spirits dwell and grant their wisdom to those wisest enough to find them. Unique to shamanism is the principle of totems in which the shaman seeks to unify his spirit with that of an animal by attempting to emulate it and through the joining of spirits gains the power and knowledge of the animal. Shamans are unique among spell casters in that they do not learn from books and scrolls and if they want to learn new spells must undertake a vision quest to gain the knowledge. This magical system is common to Manteca.

### **Magical languages**



Native Language

**Magical paraphernalia**

Shamans favor crude weapons and tools such as flint head spears and tomahawks decorated with feathers, bones and other "Natural" treasures like dried herbs and resins. Animal hide drums are also used and elaborate wooden pipes are used for smoking sacred herbal mixtures, talismans tend to be fetishes made of stones, bones and feathers.

**D&D Class: Totemist**

**d20 Past: Shaman or d20 UA: Arcane Arranger**

## HERMETICISM

Hermeticism is the recent product of what was once ancient Egyptian and Greek magic. Both brought to Europe by the Roman Empire and passed down through the ages by the intellectual elite (Illuminati). It has been altered by the need to adopt Christian or Islamic camouflage in order to avoid excommunication or execution and the great discoveries of the Enlightenment. Hermeticism now consists of a mix containing Ancient Greco/Egyptian sacrifice ceremonies and Gnostic Mysticism with modern religious dogma and Renaissance alchemy creating a complicated mix of rituals and practices. Central to hermeticism is so called emerald tablet written by Hermes Trismegistus (thrice greatest). It states "As above so below" meaning that the future can be predicted by studying the movement of the stars and planets. In addition to this concept, is that all matter is composed of the Aristotelean Elements (Earth, Air, Water, Fire, Aether). This concept plays a vital part in hermetic magic because, like in the Fang Shu tradition, they manipulate the elements to perform magic. The majority of mages born in Europe are Hermetic. Among their ranks are such figures as Theophrastus Bombastus von Hedenheim (also known as Paracelsus), Leonardo De Vinci, Isaac Newton, and Cornelius Agrippa. This magic is pursued with intellectual rigor the systematic application of proven formulas. Many of Britannia's leading alchemists pursue this form of "arcane science".

**Magical languages**

Latin Alchemical script Enochian (celestial)

**Magical paraphernalia**

Hermetic mages are quite varied in the choice of equipment and tend to use ornate robes and wands with silver goblets and daggers. They use Egyptian style garb or even Greek togas, some favor kabalistic style tools, or even the trappings of alchemy such as copper rods or alembics inscribed with symbols, talismans tend to be metal disks or scrolls with ornate designs and circles.

**D&D Classes: Wizard**

**d20 Urban Arcanum: Techno Mage**



## INFERNALISM

Infernalism originated as a knee jerk reaction to the tyranny of the Holy Roman Empire. It gave its followers not only an outlet for their resentment and hatred of their oppression, but the opportunity to indulge themselves in pleasures and passions forbidden to them. Infernalism combines a kind of decadent hedonism with a belief that might makes right. A infernalist is free to

act however they wish as they are the strong enough to avoid the slings and arrows of the jealous. Infernalism is a melding of many forms of paganism including the worship of Shiva, Dionysus, Loki, Pan, Bast, Martoc, and other gods of violence, trickery, or madness. Among their practices is animal sacrifice, torture, consorting with devils, and perverse rites. Infernalist is not a name they chose for themselves but the name given to them by the Roman Church. One of the most famous warlocks is the infamous Gilles de Rais.

### **Magical Languages**

Latin Infernal

### **Magical paraphernalia**

Black magus tend to use bestial and pseudo-pagan tools, animal bones and skins particularly those of goats and reptiles, animal masks and black robes, ornate daggers, and images of death and torture.

**D&D Class: Warlock**

**d20 UA: Glamourist or Spellslinger**



## **OCCULTISM**

Occultism is not really a magical tradition but more an attitude to magical learning and healing. The followers of other traditions may be thought of as purists, the occultist is more eclectic in his approach to magical techniques. Occultists will use any technique from any tradition adapting it to fit with their own personal values, belief systems, and world views. They are the jack-of-all-trades spell casters that will use runes for divination and then summon a kabalistic demon or use a Chinese talisman to assist them in performing a druidic blessing ritual. Since the Occultists pick and choose what they want from a tradition, they never fully understand the hidden depths of wisdom contained within it and as such never truly master any form of magic. This does not prevent them from becoming potent mages in their own right as what they lose in depth they gain in versatility. Most occultists infuse music, art, or dance into their magic working.

### **Magical languages**

None

### **Magical paraphernalia**

Preference for crystals in all magical objects, but borrow designs from others.

**D&D Class: Bard**

**d20 Modern: Occultist**



## **HELLENIC WORSHIP**

With the exemption of Earth, the creatures of the Solar System worship the male and female aspects of the deity for which their planets are named. They derive their spells from the divine energy granted to them through prayer. Mercurian clerics worship Hermes and Iris. Venusian clerics worship Aphrodite and Eros. Selenite clerics worship Artemis and Hecate. Martian clerics worship Ares and Enyo. Jovian clerics worship Zeus and Hera. Saturnian clerics worship Cronus and Rhea. Uranian clerics worship Ouranos and Gaea. Neptunian clerics worship Poseidon and Amphitrite. Plutonian

and Charonian clerics worship Hades and Persephone. Eridians clerics worship Eris and Strife. The Numibian Theocracy venerates Egyptian Gods rather than Greek.

**Magical Languages**

Speak in Ancient Greek or native language.

**Magical Paraphernalia**

Stone statues and monuments, rods of wood and bone, wigs, crown of leaves, goblets, horses, and white togas. Talismans tend to be of bronze or brass and inscribed with zodiac and astrological symbols.

**D&D Class: Cleric**

**d20 Modern: Acolyte**

**VODOU**

Vodou is a religious tradition originating in West Africa, which became prominent in the New World due to the importation of African slaves. West African Vodun is the original form of the religion; Haitian Vodou and Louisiana Voodoo are its descendants in the New World. Vodou is a religion/practice that is greatly concerned with spirits. Practitioners that participate may be exposed to the spirits carried by their ancestors that they once served. Those who don't practice may be involved with great exposure to spiritual experiences. One way that those who participate or practice can have the spiritual experience is when one is possessed by the lwa. When the lwa comes on the practitioner, their body is being used by the spirit. At this point the spirit will perform acts that it desires to do. Some spirits can give prophecies of upcoming events or situation around the possessed one, also called "Chwal" or the "Horse of the Spirit." When one is possessed, the possessed one has no conscious memory of what has occurred. There is no such thing as a partial possession but only full. Practitioners experience this as being a beautiful but very tiring experience. Most people who are possessed by the spirit get a feeling of blackness or energy flowing through their body as if they were being electrocuted. When this occurs, it is a sign that a possession is in the works. The practitioner has absolutely no recollection and in fact when the possessing spirit leaves the body, the possessed one is tired and wonders what has happened during the possession. Practitioners with this gift do not like being overexposed because it drains immense energy from them. Not many can have or do have this gift. This gift cannot be purchased but only the spirit/lwa can choose who it wants to possess, for the spirit may have a mission that it can carry out spiritually. Also, those possessed by the lwa may be at a very high spiritual level that their soul is at a mature advanced status. This magical practice is commonly employed by the Caribbean League and parts of the Numibian Theocracy.

**Magic Language:** Creole

**Magical Paraphernalia**

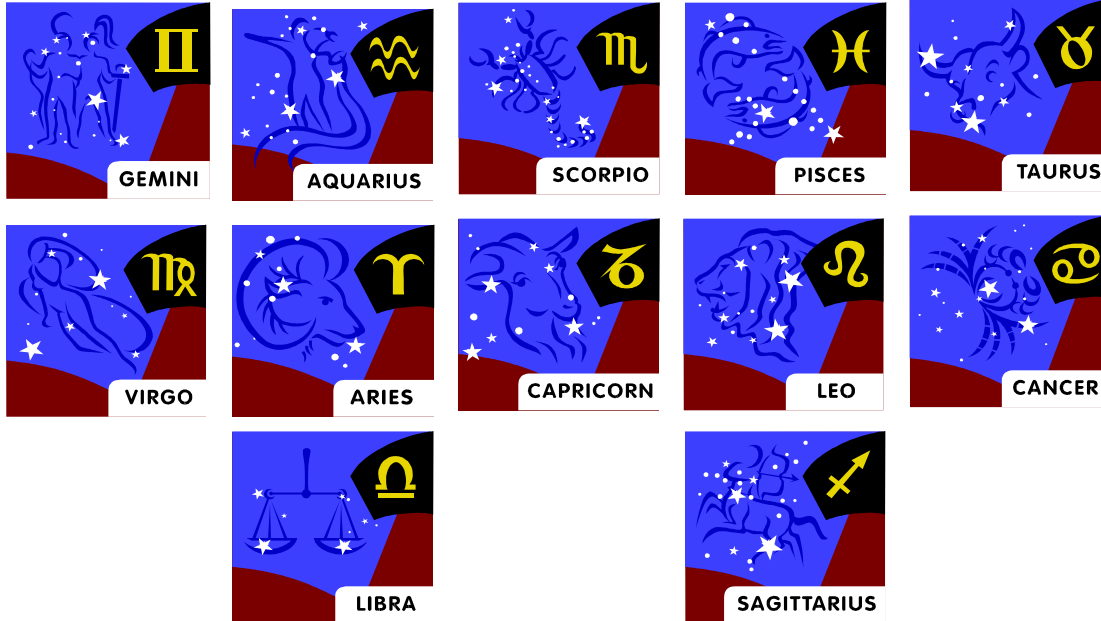
Vodou has come to be associated in the popular mind with the lore about Satanism, zombies and "voodoo dolls." While there is evidence of zombie creation, it is a minor phenomenon within rural Haitian culture and not a part of the Vodou religion as such. Such things fall under the auspices of the bokor or sorcerer rather than the priest of the Loa. Altars are commonly filled with food, wine, and small animal sacrifices. Candles, scarves, musical instruments, and alcohol are commonly used to entice spirits into Vodou ceremonies. Dolls are often used to honor the dead or carry messages into the spirit realm.

**D&D Class: Spirit Shaman,**

**d20 Past: Spiritualist**

## HOROSCOPE (OPTIONAL)

Your birth date can determine your future and personality. Each horoscope sign is determined by birth date. The horoscope sign reflects temperament, affinity, and fate. The Greek Zodiac is 12 signs assigned to each month in the traditional Greek year. Each birth sign provides specific penalties and bonuses to the characters.



**GEMINI:** A pair of twin demigod brothers, so devoted to each other they share their immortality, is the protector of sailors. Benefit: +1 Profession (sailor) and +1 Use Rope, Drawback: Ages at twice the normal rate.

**AQUARIUS:** The water carrier is extreme good at carrying heavy burdens but maladroit. Benefit: Increase carrying weight by 10%. Drawback: Increase armor check by 1 for any armor worn.

**SCORPIO:** The venom of a scorpion runs through your veins. Benefit: Your blood inflicts 1d2 CON (Fort 12) if ingested. Drawback: Heals at half the normal rate.

**PISCES:** A natural fisherman you are always looking for a bigger catch. Benefit: +1 attack bonus against "aquatic" creatures. Drawback: -2 to save versus heat or fire related saving throws.

**TAURUS:** Your hard skull blocks subtle attacks but you are unsettled off planet. Benefit: +1 on saves vs. Enchantment effects. Drawback: -1 on all saves when not standing on solid ground.

**VIRGO:** The purity of these characters makes them resistant to corruptive influences. Benefit: +2 to resist disease. Drawback: Reduce endurance by 10%.

**ARIES:** The ram bashes through obstacles in its way. Benefit: +2 STR bonus to breakdown doors and burst chains. Drawback: -2 to "Spot" and Reflex save on traps.

**CAPRICORN:** The goat is tough and wiry and use to traveling on meager sustenance. Benefit: Can survive on half rations for two weeks. Drawback: Your surly disposition inflicts a -1 penalty on all CHA based skill checks.

**LEO:** Your glory should not be shared with others. Benefit: +1 to initiative rolls. Drawback: -2 penalty on your "Leadership" score.

**CANCER:** You are skilled with using two weapons at once. Benefit: +1 AB when wielding using two weapons at once. Drawback: -1 AB when using a two handed weapon.

**LIBRA:** You prize justice and truth and scorn deception. Benefit: +1 caster level on all "Divination" spells cast. Drawback: Can't cast "Illusion" spells.

**SAGITTARIUS:** You are a natural archer. Benefit: +1 AB with bows. Drawback: -1 AB with all other ranged weapons.

#### OPEN GAME LICENSE Version 1.0a

The following text is the property of  
Copyright 2000 Wizards of the Coast,

1. Definitions: (a) "Contributors" owners who have contributed Open Material" means copyrighted material translations (including into other modification, correction, addition, compilation, abridgment or other form recast, transformed or adapted; (c) license, rent, lease, sell, broadcast, distribute; (d) "Open Game Content" includes the methods, procedures, such content does not embody the enhancement over the prior art and any Open Game Content by the covered by this License, including under copyright law, but specifically "Product Identity" means product and identifying marks including trade dress; storylines, plots, thematic elements, symbols, designs, depictions, themes and graphic, photographic and names and descriptions of characters, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.



Wizards of the Coast, Inc. and is  
Inc ("Wizards"). All Rights Reserved.

means the copyright and/or trademark Game Content; (b) "Derivative including derivative works and computer languages), potation, extension, upgrade, improvement, in which an existing work may be "Distribute" means to reproduce, publicly display, transmit or otherwise means the game mechanic and processes and routines to the extent Product Identity and is an additional content clearly identified as Contributor, and means any work translations and derivative works excludes Product Identity. (e) product line names, logos and artifacts; creatures characters; stories, dialogue, incidents, language, artwork, likenesses, formats, poses, concepts, other visual or audio representations; spells, enchantments, personalities,



5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10 Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12 Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13 Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14 Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

#### 15 COPYRIGHT NOTICE

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.